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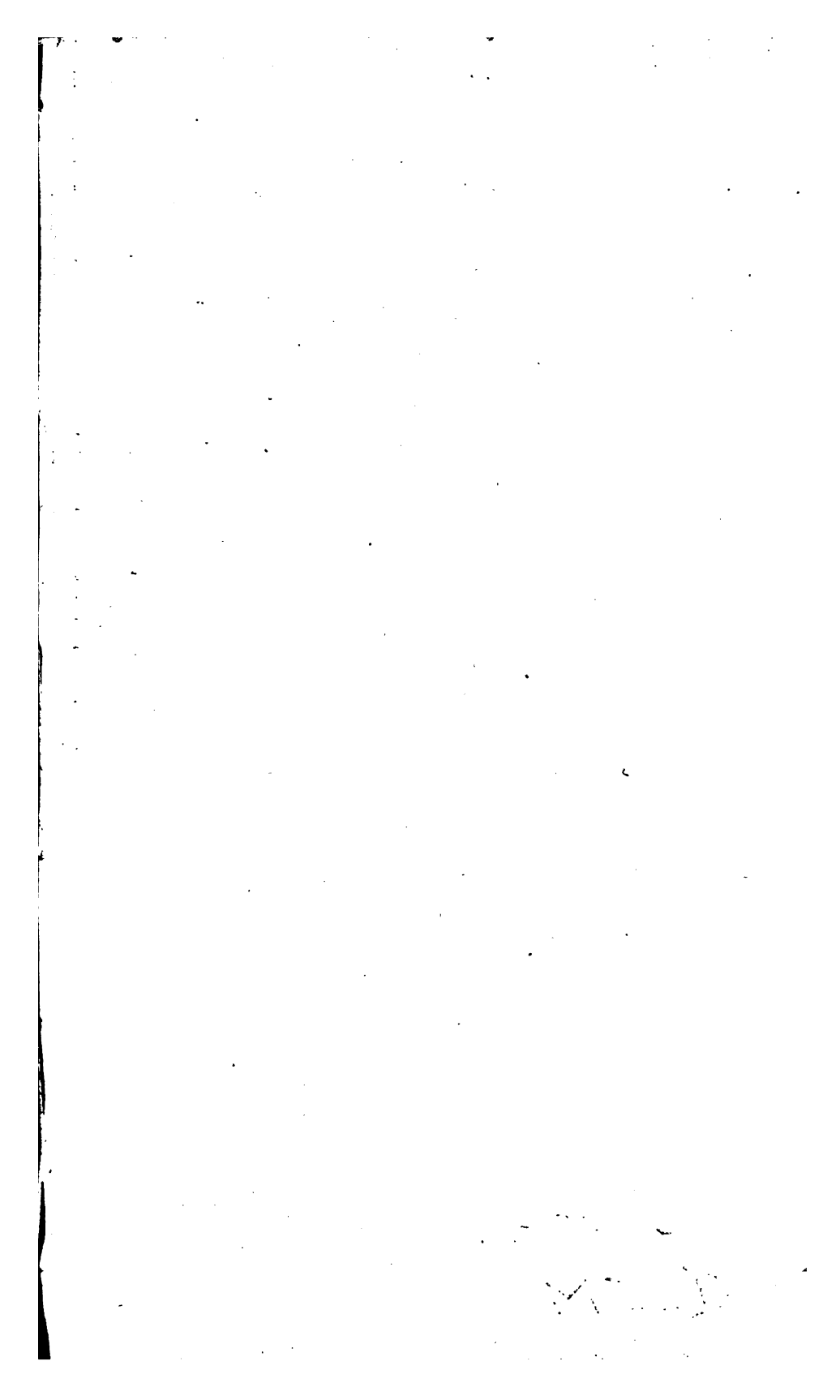
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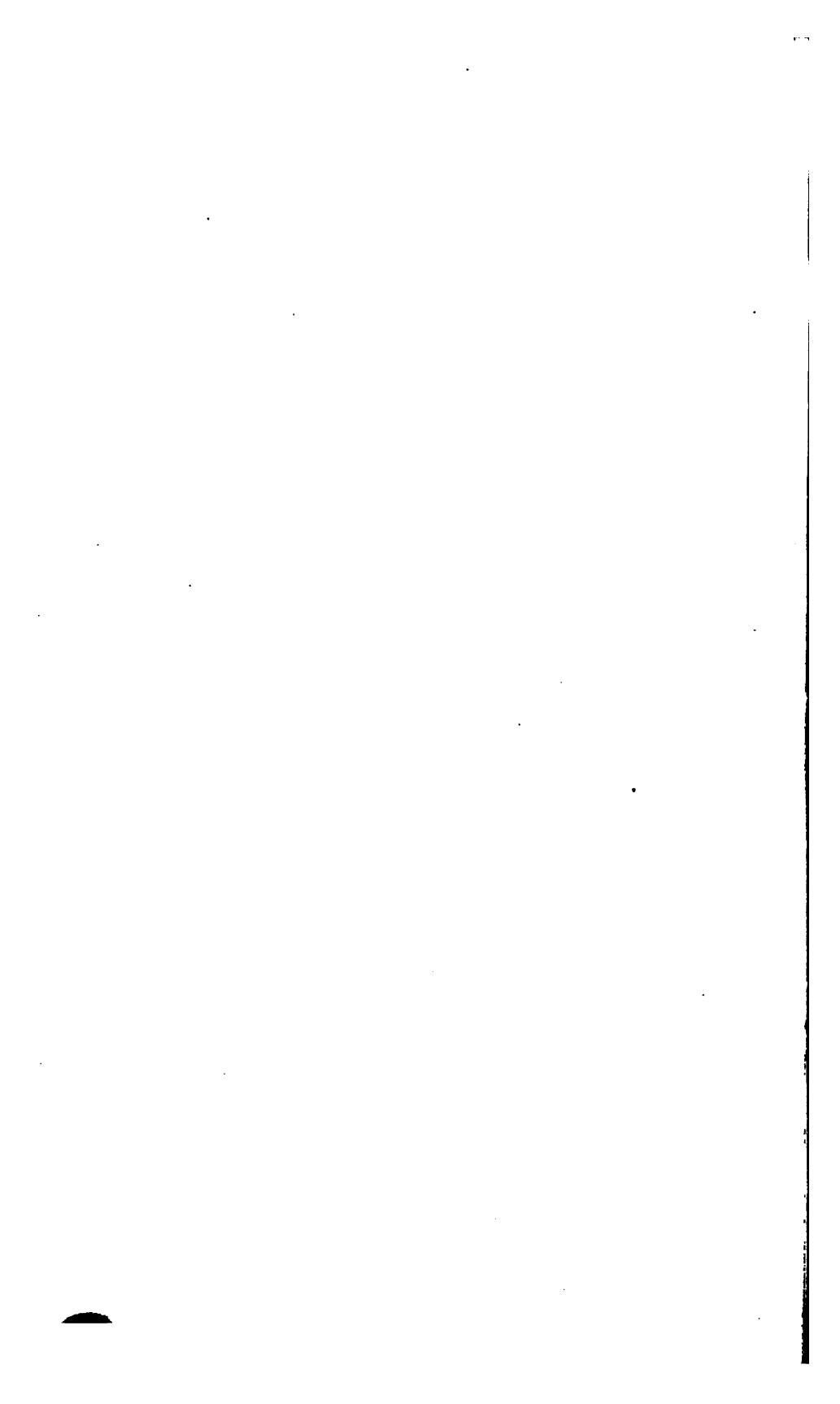
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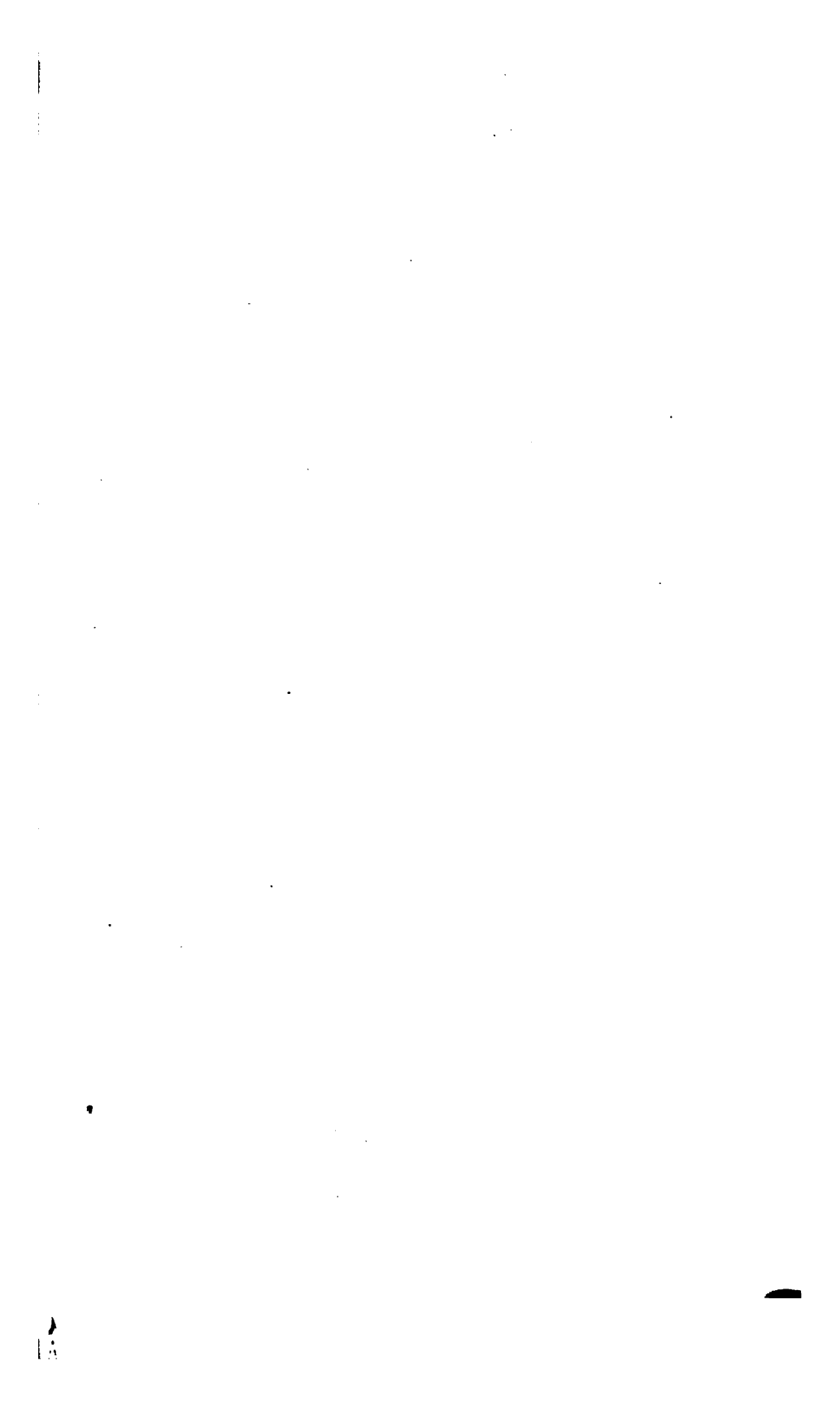
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(Lewis)
MZF

A
SECOND SERIES OF LESSONS
ON THE
GAME OF CHESS,

WRITTEN EXPRESSLY FOR THE USE OF
THE HIGHER CLASS OF PLAYERS,

AND CONTAINING
SEVERAL NEW METHODS OF ATTACK AND DEFENCE.

"Nun altro nella schiera de' Giuochi lasciativi della saggia antichità, fu certamente nè sì scientifico, nè sì elegante, nè sì profondo,"—PONZIANI.

A NEW EDITION, REVISED AND CORRECTED.

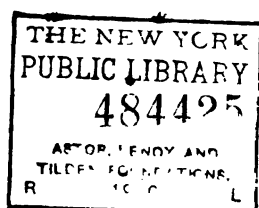
BY W. LEWIS,

TEACHER OF CHESS,

AND AUTHOR OF SEVERAL PUBLICATIONS ON THE GAME.

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1834.



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PREFACE.

IN a former volume I published a Series of Progressive Lessons on the Game of Chess, with Reasons for every Move, for the use of beginners; the present Work is intended for those to whom that Volume is familiar, as well as for the higher class of players; accordingly the reader will find in this *Second Series* many Games, &c. which were considered too difficult to be given with propriety in the *First*.

Though Chess is far from having arrived at that perfection which I think it capable of, yet within the last few years many improvements have been made in the Game; new methods of attack and defence have been invented, moves which have long been considered as good, are now known to be bad, and others which in former days would have been condemned, are

now with justice, ranked among the good ones ; such are the natural consequences of a science (as LEIBNITZ terms Chess,) which is in its nature progressive.

It has been my endeavour to give in this Volume much that is new, taking care at the same time that it should be good ; I am not, however, so vain as to suppose that I have succeeded in every instance, nor shall I be ashamed of acknowledging any error when convinced, nor of correcting it on the first opportunity.

In writing a Work on Chess, the greatest part of it must of necessity be taken from other authors ; I have accordingly selected from them what I thought would be useful to my readers, and particularly from that most excellent work “ *Il Giuoco incomparabile degli Scacchi*,” the second edition of which, printed at Modena in 1782, revised and corrected by the author PONZIANI, and his friend ERCOLE DEL RIO, is one of the most valuable works on the Game, and deserving of all praise : should the reader therefore meet with any thing in this Volume particularly excellent, he will generally be right in supposing it derived from other writers.

I have thought it would tend to the profit as well as amusement of the reader, to inform him occasionally in how many moves the game may be won, without however showing the method, but leaving it to his skill to discover it; these ends of games may therefore be considered as problems without solutions: I will not venture to say, as PONZIANI quaintly expresses it on a similar occasion, that those who cannot find them out may blame any one but the author and the printer, for though I have examined them many times very carefully, yet it is possible that all may not be correct, in some instances the checkmate may probably be delayed a move or two by a sacrifice, and in others perhaps I have overlooked a shorter method of winning.

In order to reduce the price of the present edition, and by that means extend its circulation, I have omitted the Fifty Games which were given in the first impression; they may, however, still be procured in a separate form. The whole of this Volume has been carefully revised and corrected; and I will venture to promise the reader that a careful study of my "Elements of Chess" and the Two Series of Lessons will soon enable him, with moderate practice, to cope with

most players ; those who have genius and aptitude to proceed further will of course consult the writings of others, among which I would particularly recommend those by LOLLI, (including the celebrated Treatise by ERCOLE DEL RIO,) PONZIANI and GRECO.

LONDON,
January, 1834.

Wm. W. W.
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FIRST OPENING
OR THE
KING'S BISHOP'S GAME.

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KING'S BISHOP'S GAME.

FIRST GAME.

White.

Black.

- | | |
|---------------------------------|-------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K.B. to Q. B. fourth square. | 2. Q. B. P. one square. |
| 3. Q. to K. second sq. | |

No. 1.

- | | |
|----------------------------------|--------------------------------|
| | 3. Q. to K. Kt. fourth square. |
| 4. K. Kt. to B. third sq. | 4. Q. takes K. Kt. P. |
| 5. K.B. takes K. B. P. checking. | 5. K. to his second sq. |
| 6. K. R. to K. Kt. sq. | 6. Q. to K. R. sixth sq. |
| 7. Q. P. two squares. | 7. Q. P. one square. |
| 8. P. takes P. | 8. P. takes P. |
| 9. K. R. to K. Kt. third square. | 9. Q. to her second sq. |

10. K. Kt. takes P. 10. Q. to her fifth sq.
 11. K. B. P. two sq. 11. K. Kt. to B. third sq.
 12. Q. Kt. to B. third sq.

You have an excellent game, owing chiefly to Black's third and fourth moves.

No. 2.

3. K. Kt. to K. B. third square.
 4. K. B. P. two squares.

FIRST DEFENCE.

- 4 K. B. to Q. B. fourth square.
 5. P. takes P.

If Black play Q. P. two squares, you might take the pawn *en passant*; but if he retook with K. B. you must not advance K. P. because he would castle with advantage: instead of taking the pawn *en passant*, you might take the P. with K. P. and on his retaking with K. Kt. play your K. Kt. to B. third square, and then Q. P. two squares. But suppose he play—

5. K. B. takes K. Kt.
 6. K. R. takes B. 6. Q. P. two squares.
 7. P. takes P. *en passant*. 7. Castles.
 8. P. to K. fifth square. 8. K. R. to K. square.
 9. Q. P. two squares, having a fine game.

SECOND DEFENCE.

4. P. takes P.

5. K. P. one square.

If Black play Kt. to its square, you should move K. Kt. to B. third square ; and if he then play K. Kt. P. two squares, you play K. R. P. two squares. But if—

5. K. Kt. to Q. fourth square.

6. K. Kt. to B. third sq. 6. K. B. to K. second square.

7. K. B. takes Kt.

In the first place.

7. K. B. checks.

8. Kt. takes B.

8. Q. takes Kt. ch.

9. K. Kt. P. one sq. 9. P. takes P.

10. K. B. to K. Kt. second sq.

You have much the best of the game.

In the second place.

7. P. takes B.

8. Castles.

8. Q. P. one square.

9. Q. Kt. to B. third sq. 9. P. takes P.

10. Q. takes P. 10. Castles.

11. Q. takes Q. P.

You have a better position than the Black.

KING'S BISHOP'S GAME.

THIRD DEFENCE.

- | | |
|--------------------------|----------------------|
| | 4. Q. P. one square. |
| 5. P. takes P. | 5. P. takes P. |
| 6. K.Kt. to B. third sq. | |

In the first place.

- | | |
|-----------------------------------|---------------------------------|
| | 6. Q.B. to K. Kt. fifth square. |
| 7. K. B. takes K. B. P. checking. | 7. K. takes B. |
| 8. Kt. takes K. P. ch. | 8. K. to his square. |
| 9. Kt. takes Q.B. &c. | |

In the second place.

- | | |
|-----------------------|-------------------------|
| | 6. K.B. to Q. third sq. |
| 7. Q. P. two squares. | 7. P. takes P. or (A.) |
| 8. K. P. one square. | 8. Castles. |

It would be bad play to take K. B. because Black would move R. to K. square, and afterwards Q. B. to K. Kt. fifth square. The best move is—

- | | |
|---------------------------------|-------------------------------------|
| 9. K. castles. | 9. K.B. to Q.B. fourth square, (B.) |
| 10. Q. to her third sq. | 10. K.Kt. to Q. fourth square, (C.) |
| 11. K. Kt. to its fifth sq. | 11. K. Kt. P. one sq. |
| 12. K. Kt. to K. fourth square. | 12. K.B. to K. second square. |

- | | |
|---|------------------|
| 13. K. B. takes Kt. | 13. P. takes B. |
| 14. K. Kt. checks. | 14. B. takes Kt. |
| 15. P. takes B. and has the best of the game. | |

(A.)

- | | |
|----------------------------------|----------------------------------|
| | 7. Q. B. to K. Kt. fifth square. |
| 8. Castles. | 8. Castles. |
| 9. Q. B. to K. Kt. fifth square. | 9. P. takes P. |
| 10. K. P. one square. | 10. K. B. to K. square. |
| 11. Q. B. takes Kt. | 11. P. takes B. |
| 12. K. B. takes P. ch. | 12. K. takes B. |
| 13. K. Kt. checks, | 13. K. to Kt. square. |
| 14. Q. takes B. | 14. P. takes Kt. |
| 15. P. takes B. | 15. Q. B. P. one sq. |

White has the best position.

(B.)

- | | |
|-----------------------------|------------------------|
| | 9. K. R. to K. square. |
| 10. K. Kt. to its fifth sq. | |

If Black play K. Kt. to Q. fourth square, you should play Q. to K. R. fifth square. If he play K. B. to Q. B. fourth square, you play Q. to her third square. If he play—

- | | |
|-----------------------------------|--------------------|
| | 10. K. R. takes P. |
| 11. Kt. takes K. B. P. | 11. R. takes Q. |
| 12. Kt. takes Q. ch. | 12. K. removes. |
| 13. B. takes R. and ought to win. | |

(C.)

10. K. Kt. to its fifth square.
11. K. Kt. to its fifth sq. 11. K. Kt. P. one sq.
12. K. B. takes P. ch. 12. K. to Kt. second sq.
13. K. P. one square. 13. K. Kt. to K. sixth square.
14. K. Kt. takes K. R. P. 14. Q. to K. R. fifth sq.
15. Q. takes P. ch. 15. K. to R. square.
16. Kt. takes R. winning the game.

SECOND GAME.

*White.**Black.*

- | | |
|----------------------------------|-------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. Kt. to B. third square. |
| 3. K. Kt. to B. third sq. | |

FIRST DEFENCE.

- | | |
|---|------------------------|
| | 3. Q. to K. second sq. |
| 4. K. Kt. to its fifth sq. | 4. Q. P. two squares. |
| 5. P. takes P. | 5. K. Kt. takes P. |
| 6. K. B. takes Kt. | 6. Q. takes Kt. |
| 7. Q. to K. B. third square, winning a pawn at the least. | |

SECOND DEFENCE.

- | | |
|----------------------------------|----------------------------------|
| | 3. K. Kt. takes P. |
| 4. Q. to K. second sq. | 4. Q. P. two squares. |
| 5. K. Kt. takes P. | 5. K. B. to Q. B. fourth square. |
| 6. Castles. | 6. Q. B. to K. third sq. |
| 7. K. B. to Q. Kt. third square. | 7. Q. B. P. one sq. |
| 8. Q. B. P. one square. | 8. Castles. |
| 9. Q. P. two squares. | |

The game is about equal.

THIRD GAME.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. B. P. one square. | 3. Q. B. P. one sq. |
| 4. Q. P. two squares. | 4. Q. P. two squares. |
| 5. K. B. takes Q. P. | |

If Black were to take Q. P. with K. B. you should take K. B. P. checking, (and not Q. B. P. takes K. B. as directed in the First Series, page 41,) and afterwards take K. B. having the best of the position. But if he play—

- | | |
|-------------------|----------------------|
| | 5. Q. B. P. takes B. |
| 6. Q. P. takes B. | 6. P. takes P. |

In the First Series, page 41, the White was recommended to play Q. to Q. R. fourth square checking, &c. I think the following a better method of play—

7. Q. takes Q. ch. 7. K. takes Q.

8. Q. Kt. to Q. second sq.

FIRST DEFENCE.

8. K. B. P. two sq.

9. Q. Kt. to Q. B. 9. Q. Kt. to Q. second
fourth square. square.

10. Q. Kt. to Q. sixth square. 10. K. to his second sq.
square.

11. Q. Kt. takes P. ch.

You have evidently the best of the game.

SECOND DEFENCE.

8. Q. Kt. to Q. second
square.

9. Q. Kt. takes P.

You have now the best of the game, for if Black were to play K. B. P. two squares, you would play Kt. to Q. sixth square, having a very superior game.

FOURTH GAME.

White.

Black.

1. K. P. two squares. 1. K. P. two squares.

2. K. B. to Q. B. fourth square. 2. K. B. to Q. B. fourth
square. square.

3. Q. B. P. one square. 3. Q. P. one square.
 4. Q. P. two squares. 4. P. takes P.
 5. P. takes P. 5. K. B. checks.
 6. Q. B. to Q. second square. 6. B. takes B. ch.
 7. Kt. takes B.

FIRST DEFENCE.

7. Q. B. to K. third square.
 8. B. takes B. 8. P. takes B.
 9. Q. to K. R. fifth sq. checking. 9. K. Kt. P. one sq.
 10. Q. to Q. Kt. fifth square, checks and wins a pawn.

SECOND DEFENCE.

7. K. Kt. to B. third square.
 8. K. B. to Kt. third square. 8. Q. Kt. to B. third square.
 9. K. Kt. to K. second square. 9. Castles.
 10. Castles.

The game is about equal.

FIFTH GAME.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. B. P. one square. | 3. Q. P. one square. |
| 4. Q. P. two squares. | 4. P. takes P. |
| 5. P. takes P. | 5. K. B. checks. |
| 6. Q. Kt. to B. third square. | 6. B. takes Kt. |
| 7. P. takes B. | 7. K. Kt. to K. second square. |
| 8. Q. to K. R. fifth sq. | 8. Castles. |
| 9. Q. B. to K. Kt. fifth sq. | |

If Black play K. R. P. one square, you play K. Kt. to B. third square. But if—

- | | |
|--------------------------------|--------------------------|
| | 9. K. Kt. P. one square. |
| 10. Q. to K. R. fourth square. | 10. K. R. to K. square. |
| 11 K. B. takes K. B. P. ch. | |

You now win the queen, or checkmate in a few moves.

SIXTH GAME.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. B. P. one sq. | 3. Q. to K. R. fifth sq. |
| 4. Q. to K. second sq. | 4. K. Kt. to B. third square. |
| 5. Q. P. two squares. | |

FIRST DEFENCE.

- | | |
|-------------------------------|--------------------------------|
| | 5. B. to Q. Kt. third square. |
| 6. P. takes P. | 6. K. Kt. takes P. |
| 7. K. Kt. P. one sq. | 7. K. B. takes P. ch. |
| 8. Q. takes B. | 8. Kt. takes Q. |
| 9. P. takes Q. | 9. Kt. takes R. |
| 10. K. B. to Q. fifth square. | 10. Q. Kt. to B. third square. |
| 11. Q. B. to K. B. fourth sq. | |

You will afterwards take K. Kt. and have the best of the game.

SECOND DEFENCE.

- | | |
|----------------------|----------------|
| | 5. P. takes P. |
| 6. K. P. one square. | |

In the first place.

6. K. Kt. to its fifth sq.
 7. K. Kt. P. one sq. 7. Q. to K. R. fourth square.
 8. K. R. P. one square, and wins the knight at the least.

In the second place.

6. K. Kt. to its square.
 7. K. Kt. to B. third square.

If Black play Q. to K. second square, you should take the pawn with Q. B. P. But if—

7. Q. to K. Kt. fifth sq.
 8. K. B. takes P. ch. 8. K. to B. square.
 9. K. R. P. one sq.

If Black take K. Kt. P. he loses the queen. If he play—

9. Q. to K. B. fourth square.
 10. B. takes K. Kt. 10. R. takes B.
 11. P. takes P. having the best of the game.

DEFENCE.

THE BLACK HAVING THE FIRST MOVE.

FIRST GAME.

*Black.**White.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. to K. second sq. | 3. Q. P. one square. |
| 4. Q. P. one square. | 4. Q. B. P. one square. |
| 5. Q. B. to K. third square. | 5. Q. Kt. P. two sq. |

If Black play K. B. to Q. Kt. third square, you should play Q. Kt. to Q. R. third square. But if—

- | | |
|----------------------------------|--------------------------------|
| 6. Q. B. takes B. | 6. Q. P. takes Q. B. |
| 7. K. B. to Q. Kt. third square. | 7. Q. to K. Kt. fourth square. |

You now win a pawn at the least. Black ought not to have taken the B. on the sixth move: he should have removed K. B.

SECOND GAME.

*Black.**White.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. to K. B. third sq. | 3. K. Kt. to B. third square. |

FIRST ATTACK.

- | | |
|----------------------|-------------------|
| 4. Q. Kt. P. two sq. | 4. K. B. takes P. |
|----------------------|-------------------|

In the first place.

- | | |
|-------------------------------------|-----------------------|
| 5. K. B. takes K. B. P. checking. | 5. K. takes B. |
| 6. Q. to Q. Kt. third sq. checking. | 6. Q. P. two squares. |
| 7. Q. takes B. | 7. K. Kt. takes K. P. |

You have the best of the game.

In the second place.

- | | |
|-------------------------------|----------------------------------|
| 5. Q. to Q. Kt. third square. | 5. Q. to K. second sq. |
| 6. K. B. takes P. ch. | 6. Q. takes B. |
| 7. Q. takes B. | 7. Q. Kt. to Q. R. third square. |
| 8. Q. to Q. B. third sq. | 8. K. Kt. takes P. |

9. Q. takes P. ch. 9. K. to Q. square.
 10. K. Kt. to K. second 10. Q. takes K. B. P. ch.
 square.
 11. K. to Q. sq. 11. Q. takes K. Kt. P.
 12. K. R. to K. Kt. sq. 12. K. R. to K. B. square,
 and wins.

SECOND ATTACK.

4. Q. P. one square. 4. Q. P. one square.
 5. Q. B. to K. Kt. fifth 5. Q. B. to K. Kt. fifth
 square. square.

FIRST VARIATION.

6. Q. to K. Kt. third sq. 6. K. Kt. takes K. P.

In the first place.

7. Q. B. takes Q. 7. Kt. takes Q.
 8. K. B. P. takes Kt. 8. K. takes B.
 9. K. B. takes K. B. P. 9. Q. B. P. one square.

You have the best of the position.

In the second place.

7. K. P. takes Kt. 7. Q. takes B.
 8. Q. Kt. to Q. B. third 8. Q. to K. Kt. third
 square. square.

In the third place.

- | | |
|-------------------------|--------------------------|
| 7. Q. takes B. | 7. Q. takes B. |
| 8. Q. takes Kt. or (A.) | 8. Q. to adv. B. sq. ch. |
| 9. K. to his second sq. | 9. Castles. |

If Black take Q. Kt. P. with Q. you should play Q. Kt. to Q. second square, and your position will be much superior to his. But if—

- | | |
|-----------------------|-------------------------------------|
| 10. K. Kt. P. one sq. | 10. Q. Kt. to B. third sq. |
| 11. Q. B. P. one sq. | 11. Q. takes Q. Kt. P.
and wins. |

(A.)

- | | |
|-------------------------|--------------------------------------|
| 8. Q. to adv. Q. B. sq. | 8. K. to his second sq.
checking. |
|-------------------------|--------------------------------------|

If he take Q. B. P. you interpose Q. Kt. &c. But if—

- | | |
|-----------------------------------|--------------------------------------|
| 9. Q. takes K. R. or
Q. Kt. P. | 9. Q. to adv. Q. B. sq.
checking. |
| 10. K. to his second sq. | 10. Q. takes Q. B. P.
checking. |
| 11. K. to K. B. third sq. | 11. Checkmates in three
moves. |

SECOND VARIATION.

6. Q. takes B. 6. Kt. takes Q.
 7. B. takes Q. 7. K. B. takes P. ch.
 8. K. to his second sq. 8. K. takes B.

If he play K. Kt. to R. third square, you play K. B. to Q. Kt. third square, and if he then take K. B. P. you move K. Kt. to K. sixth square, gaining a pawn at the least. If he play K. R. P. one square, you play K. B. to Q. fifth square, and if he then play Q. B. P. one square, you should move Kt. to adv. K. B. second square. Finally, if he play—

9. K. B. takes P. 9. K. R. to K. B. sq.
 10. K. B. to Q. Kt. third 10. K. B. to Q. fifth sq.
 square.
 11. Q. B. P. one sq. 11. K. R. checks.
 12. K. to his square. 12. K. B. to Q. Kt. third
 square, winning a pawn.

THIRD GAME.

*Black.**White.*

- | | |
|-----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. to K. R. fifth sq. | 3. Q. to K. second sq. |
| 4. K. Kt. to B. third sq. | 4. Q. P. one square. |
| 5. K. Kt. to its fifth sq. | 5. K. Kt. to B. third sq. |
| 6. K. B. takes K. B. P. checking. | 6. K. to Q. square. |
| 7. Q. to K. R. fourth square. | 7. K. R. to K. B. sq. |
| 8. K. B. to Q. B. fourth sq. | |

The move now recommended to the White by most authors, including even PONZIANI and ERCOLE DEL RIO, is to take K. P. with K. Kt. having, as they contend, a forced won game. I think, on the contrary, that it is a bad move; and accordingly, in the First Series, page 63, I recommended the White to play K. Kt. to its fifth square. I shall now proceed to show, that taking the pawn with the knight is bad play, premising that the leading move against it is to be found in the Sixth Edition of Studies of Chess, containing PHILIDOR's Analysis, page 63.

We shall suppose the White to play—

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|-----------------------|-----------------------|
| 9. Q. P. two squares. | 8. K. Kt. takes K. P. |
|-----------------------|-----------------------|

If you take Q. P. he will take K. Kt. with the queen. If you check with K. B. he will interpose Q. B. P. and if you take it with K. Kt. he will retake with Kt. P. having nothing to fear from the check by discovery. Therefore—

9. K. Kt. takes K. B. P.
 10. P. takes K. B. 10. K. Kt. takes K. R.
 11. Q. Kt. to Q. B. third sq.

FIRST DEFENCE.

11. Q. B. P. one sq.
 12. P. takes P.

If you play Q. to K. square, Black will checkmate in three moves. If you play Q. to her second square, he will check with Kt. at K. sixth square, winning the queen. Therefore—

12. Q. to K. B. third sq.
 13. Q. Kt. to K. fourth sq.

You must lose the queen, for if you play Q. to K. Kt. third square, or to K. B. fourth square, he will checkmate in two moves.

SECOND DEFENCE.

11. K. R. P. one sq.
 12. Q. Kt. to Q. fifth sq.

In the first place.

- 12 Q. to her second sq.
 13. K. Kt. to K. sixth sq. 13. K. to his square.
 sq. checking.
 14. Q. Kt. takes Q. B. P. 14. K. to B. second sq.
 checking.
 15. K. Kt. to K. B. fourth sq. checks, and wins.

In the second place.

12. Q. to K. sq.
 13. K. Kt. to K. sixth sq. 13. K. to Q. second sq.
 sq. checking.
 14. Q. Kt. takes Q. B. P.

If you play Q. to K. B. second square, Black will check with the pawn, and win the queen at the least, for if you take the pawn with the king, he will check-mate you in three moves. Therefore—

14. Q. to K. second sq.
 15. Q. takes Q. 15. K. takes Q.
 16. Kt. takes K. R. 16. K. takes Kt.
 17. Kt. takes Q. R. and wins easily.

THIRD DEFENCE.

11. Q. to K. B. third sq.
 12. Q. B. to K. third sq.

Black has a forced won game, for if you play Q. B. P. one square, he will play Q. Kt. to K. fourth square, compelling you either to allow the check by discovery, which has been shown to be fatal, or to play Q. to K. second square, in which case he takes the pawn with the pawn, winning easily. There remains only the move of the king to examine, for if you play any other piece or pawn, he will move his Kt. to Q. fifth square, compelling you to allow the discovered check. Therefore—

In the first place.

12. K. to his square.
 13. Q. Kt. to Q. fifth sq. 13. Q. to her square.
 14. Q. to K. R. fifth sq. checking.

If you play K. to Q. second square, Black will play Kt. to K. B. seventh square, and on your removing Q. to K. square, he will move Q. to K. B. fifth square, winning. But if—

14. K. Kt. P. one sq.
 15. Q. takes K. R. P. 15. Q. B. to Q. second square.
 16. K. Kt. to K. sixth sq. winning the queen.

In the second place.

12. K. to Q. second sq.
 13. K. B. to K. sixth sq. checking.

If you play K. to Q. B. third square, he will check-mate you in two moves. Therefore—

- | | |
|--------------------------------|---------------------------------|
| | 13. K. to Q. sq. or (A.) |
| 14. Q. Kt. to Q. fifth square. | 14. Q. to adv. B. sq. checking. |
| 15. K. to Q. second sq. | |

If you check with rook at adv. B. second square, he will play K. to Q. B. third square. But if—

- | | |
|---------------------------------------|----------------------------------|
| | 15. Q. takes K. Kt. P. checking. |
| 16. K. to Q. B. third square. | 16. Q. B. takes B. |
| 17. K. Kt. takes B. ch. | 17. K. to Q. B. square or (B.) |
| 18. Kt. takes R. | 18. Q. takes Kt. |
| 19. Q. to K. Kt. fourth sq. checking. | 19. K. to Q. square. |
| 20. Q. B. checks. | 20. K. to his square. |
| 21. Q. to adv. Q. B. sq. checking. | 21. K. to K. B. second square. |
| 22. Q. R. ch. and wins easily. | |

(A.)

- | | |
|--------------------------------|-----------------------|
| | 13. K. to his square. |
| 14. Q. Kt. to Q. fifth square. | 14. Q. checks. |
| 15. K. to Q. second sq. | |

If you take the rook, he will checkmate you in four moves. Therefore—

15. Q. takes K. Kt. P. ch.

16. K. to Q. B. third sq.

If you take K. B. he will take Q. B. P. and afterwards Q. B. with K. Kt. If you play Q. Kt. to R. third square, defending Q. B. P. he will speedily win by playing K. Kt. to K. fourth square. If you play—

16. Q. to K. seventh sq.

17. Kt. takes Q. B. P. 17. K. to Q. square.
checking.

18. Kt. to K. B. seventh 18. K. takes Kt.
sq. checking.

19. Checkmates in four moves.

(B.)

17. K. to Q. second sq.

18. Kt. takes R. ch. 18. K. to Q. B. third sq.

19. Q. Kt. to K. seventh 19. K. to Kt. fourth sq.
sq. checking.

20. Checkmates in two moves.

FOURTH GAME

Black.

White.

1. K. P. two squares. 1. K. P. two squares.

2. K. B. to Q. B. fourth square. 2. K. B. to Q. B. fourth square.

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|-----------------------|----------------------|
| 3. Q. B. P. one sq. | 3. Q. P. one square. |
| 4. Q. P. two squares. | 4. P. takes P. |
| 5. P. takes P. | 5. K. B. checks. |
| 6. K. to B. square. | |

This is not a good move for the Black : he ought to have interposed Q. B. as, however, the proper defence is not very obvious, I shall examine some moves that are likely to occur against it. You may venture this move against an antagonist who is slightly your inferior, as you do not incur much danger by it.

No. 1.

- | | |
|---------------------------|---------------------|
| | 6. Q. B. P. two sq. |
| 7. Q. to Q. Kt. third sq. | |

FIRST DEFENCE.

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|-------------------------------------|----------------------------------|
| | 7. Q. to K. second sq. |
| 8. Q. R. P. one square. | 8. K. B. to Q. R. fourth square. |
| 9. Q. to Q. R. fourth sq. checking. | 9. Q. Kt. to Q. B. third square. |
| 10. Q. P. one square. | 10. Q. takes P. |
| 11. Q. B. to Q. second square. | 11. B. takes B. |
| 12. Q. Kt. takes B. | 12. Q. removes. |
| 13. P. takes Kt. and wins. | |

SECOND DEFENCE.

7. Q. to her second sq.

8. Q. R. P. one square.

If you play Q. Kt. P. two squares, he will play K. B. to Q. fifth square, or to K. second square. If—

8. K. B. to Q. R.

fourth square.

9. K. B. to Q. Kt. fifth square. 9. Q. Kt. to B. third square.

10. Q. P. one sq. and will win.

No. 2.

6. Q. to K. B. third square.

FIRST ATTACK.

7. K. P. one square.

If you play Q. to K. R. fifth square, he will play K. Kt. to B. third square. But if—

7. P. takes P.

8. Q. checks.

8. Q. Kt. to B. third square.

9. Q. P. one square. 9. Q. to K. R. fifth sq.

10. K. B. to K. second sq. and wins.

SECOND ATTACK.

7. Q. checks. 7. Q. Kt. to B. third square.

8. Q. P. one square. 8. Q. to her fifth sq.

If he play Q. to Q. Kt. third square, you should play Q. Kt. to Q. R. fourth square. If he play Q. Kt. to Q. R. third square, you should take the knight with the bishop. But if he play—

9. K. B. to K. second 9. K. B. to Q. B. fourth square.

You have now the best of the game.

No. 3.

6. Q. to K. second sq.
7. Q. R. P. one square. 7. K. B. to Q. R. fourth square.

8. Q. checks. 8. Q. Kt. to B. third square.

9. Q. P. one square. 9. Q. takes P.

10. Q. Kt. to Q. second square. 10. B. takes Kt.

11. B. takes B. 11. Q. B. to Q. second square.

12. Q. R. to K. square. 12. Kt. to K. fourth sq.

13. Q. takes B. ch. 13. K. takes Q.

14. R. takes Q. 14. K. B. P. two sq.

15. R. to Q. fourth sq.

Black has evidently the best of the game.

No. 4.

6. Q. to her second square.

Perhaps the best move for the Black is K. B. P. two squares, and afterwards K. Kt. to B. third square, having a position but little inferior to the White. But suppose he were to play—

FIRST ATTACK.

- | | |
|----------------------------|----------------------------------|
| 7. K. B. takes K. B. P. | 7. Q. takes B. |
| checking. | |
| 8. Q. checks. | 8. Q. Kt. to B. third square. |
| 9. Q. P. one square. | 9. K. B. to Q. B. fourth square. |
| 10. K. Kt. to B. third sq. | 10. Q. B. to Q. second square. |
| 11. P. takes Kt. | 11. B. takes P. |

You have the best of the game.

SECOND ATTACK.

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|-------------------------------|----------------------------------|
| 7. Q. to Q. Kt. third square. | 7. K. B. to Q. R. fourth square. |
|-------------------------------|----------------------------------|

He ought now to play K. B. P. two squares, or K. Kt. to B. third square. But suppose he play—

- | | |
|-----------------------|----------------|
| 8. K. B. takes P. ch. | 8. Q. takes B. |
|-----------------------|----------------|

SECOND ATTACK.

7. Q. checks. 7. Q. Kt. to B. third square.

8. Q. P. one square. 8. Q. to her fifth sq.

If he play Q. to Q. Kt. third square, you should play Q. Kt. to Q. R. fourth square. If he play Q. Kt. to Q. R. third square, you should take the knight with the bishop. But if he play—

9. K. B. to K. second 9. K. B. to Q. B. fourth square.

You have now the best of the game.

No. 3.

	6. Q. to K. second sq.
7. Q. R. P. one square.	7. K. B. to Q. R. fourth square.
8. Q. checks.	8. Q. Kt. to B. third square.
9. Q. P. one square.	9. Q. takes P.
10. Q. Kt. to Q. second square.	10. B. takes Kt.
11. B. takes B.	11. Q. B. to Q. second square.
12. Q. R. to K. square.	12. Kt. to K. fourth sq.
13. Q. takes B. ch.	13. K. takes Q.
14. R. takes Q.	14. K. B. P. two sq.
15. R. to Q. fourth sq.	

Black has evidently the best of the game.

No. 4.

6. Q. to her second square.

Perhaps the best move for the Black is K. B. P. two squares, and afterwards K. Kt. to B. third square, having a position but little inferior to the White. But suppose he were to play—

FIRST ATTACK.

- | | |
|----------------------------|----------------------------------|
| 7. K. B. takes K. B. P. | 7. Q. takes B. |
| checking. | |
| 8. Q. checks. | 8. Q. Kt. to B. third square. |
| 9. Q. P. one square. | 9. K. B. to Q. B. fourth square. |
| 10. K. Kt. to B. third sq. | 10. Q. B. to Q. second square. |
| 11. P. takes Kt. | 11. B. takes P. |

You have the best of the game.

SECOND ATTACK.

- | | |
|-------------------------------|----------------------------------|
| 7. Q. to Q. Kt. third square. | 7. K. B. to Q. R. fourth square. |
|-------------------------------|----------------------------------|

He ought now to play K. B. P. two squares, or K. Kt. to B. third square. But suppose he play—

- | | |
|-----------------------|----------------|
| 8. K. B. takes P. ch. | 8. Q. takes B. |
|-----------------------|----------------|

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|---|-----------------------------------|
| 9. Q. to Q. R. fourth square, checking. | 9. Q. Kt. to B. third square. |
| 10. Q. P. one square. | 10. K. B. to Q. Kt. third square. |
| 11. K. Kt. to B. third square. | 11. Q. B. to Q. second square. |

You have the best of the game.

FIFTH GAME.

*Black.**White*

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|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. B. P. one square. | |

In the First Series, page 31, I stated, that though perhaps the best move for the second player be Q. to K. second square, yet I was inclined to think that he might also play Q. P. two squares. I now submit this move to the reader, with several variations arising from it; I am still doubtful as to its propriety, not because I have discovered any move to prove its fallacy, but as it is not mentioned by any writer on Chess, it is natural to conclude that it has been examined and found incorrect, and that I have overlooked the proper way of opposing it, still it is possible that it may have been condemned without due examination. Should it ultimately prove to be a sound move, it will

form an interesting variation of the Bishop's Game, which is often objected to from its want of variety.

3. Q. P. two squares.

If he take the pawn with the pawn, you will take K. B. P. checking, and if he take your bishop, you check with Q. at K. R. fifth square, recovering the piece with a better position. Therefore—

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|-------------------------------|-------------------------------|
| 4. K. B. takes P. | 4. K. Kt. to B. third square. |
| 5. Q. to Q. Kt. third square. | 5. Castles. |

In a subsequent game K. Kt. takes B.

- | | |
|--------------------------|------------------------|
| 6. K. B. takes Q. Kt. P. | 6. B. takes B. |
| 7. Q. takes B. | 7. Q. to her sixth sq. |
| 8. Q. takes Q. B. | |

You might now win the queen by playing Q. to Q. R. third square, and afterwards Q. Kt. to Q. second square, and your game would certainly not be inferior to the Black's. But suppose you play—

- | | |
|---------------------------------|---------------------|
| | 8. Q. B. P. one sq. |
| 9. Q. to Q. Kt. seventh square. | 9. Q. takes P. ch. |

FIRST DEFENCE.

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|-----------------------|---------------------------------|
| 10. K. to B. square. | 10. Q. to Q. B. seventh square. |
| 11. K. Kt. P. one sq. | 11. Q. takes B. ch. |

12. K. to K. Kt. second 12. Q. to adv. K. sq.
square.
13. K. Kt. to R. third 13. Q. to K. fifth square,
square. checking.
14. K. to Kt. square. 14. K. Kt. to its fifth
square.

You have a fine attacking game.

SECOND DEFENCE.

10. K. Kt. to K. second 10. Q. takes K. Kt. P.
square.
11. K. R. to K. B. sq. 11. K. Kt. to its fifth
square.

In the first place.

12. Q. P. two squares. 12. P. takes P.
13. Q. B. P. takes P. 13. K. Kt. takes K. R. P.
or (A.) (B.)
14. P. takes B. 14. K. Kt. checks, and
wins rook and knight.

(A.)

13. K. Kt. takes P. 13. K. R. checks.
14. Q. B. to K. third 14. Kt. takes B. and
square. wins.

(B.)

13. Q. B. to K. B. fourth square. 13. P. to Q. sixth sq.
 14. B. takes Kt. 14. P. takes Kt.
 15. K. takes P. 15. R. checks, and wins easily.

In the second place.

12. Q. P. one square. 12. K. Kt. takes K. R. P.
 13. Kt. to K. Kt. third square. 13. Kt. takes K. R.
 14. Kt. to K. fourth sq. 14. Q. to adv. K. Kt. square.

If he take K. B. he will be checkmated in three moves. If he play Q. B. to K. third square, you checkmate him in two moves. If he play—

15. Q. to Q. Kt. third square. 15. Kt. to K. Kt. sixth sq. checking.
 16. K. to Q. second sq. 16. Kt. takes Kt. ch.
 17. P. takes Kt. 17. R. checks.
 18. K. removes. 18. Q. checkmates.

SIXTH GAME.

*Black.**White.*

1. K. P. two squares. 1. K. P. two squares.
 2. K. B. to Q. B. fourth square. 2. K. B. to Q. B. fourth square.

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|---------------------------|-------------------------------|
| 3. Q. B. P. one square. | 3. Q. P. two squares. |
| 4. B. takes P. | 4. K. Kt. to B. third square. |
| 5. Q. to Q. Kt. third sq. | 5. Castles. |
| 6. K. B. takes Q. Kt. P. | 6. B. takes B. |
| 7. Q. takes B. | 7. Q. to her sixth sq. |

If he play K. Kt. to B. third square, you should play Q. Kt. to Q. second square. But suppose he play—

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|-------------------------|--------------------------------|
| 8. K. B. P. one square. | 8. Q. Kt. to Q. second square. |
|-------------------------|--------------------------------|

FIRST DEFENCE.

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|----------------------|-------------------------------|
| 9. Q. takes Q. B. P. | 9. B. to Q. Kt. third square. |
|----------------------|-------------------------------|

If he play Q. to Q. Kt. seventh square, you should play Q. Kt. to Q. B. fourth square, winning the queen. Therefore—

- | | |
|-------------------------------|---|
| 10. Q. to Q. B. sixth square. | 10. Kt. to Q. B. fourth square. |
| 11. Q. R. P. two sq. | 11. Q. to Q. B. seventh square. |
| 12. Q. Kt. to R. third sq. | 12. Kt. checks. |
| 13. K. to his second sq. | 13. Kt. takes B. checks, and wins easily. |

SECOND DEFENCE.

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|------------------------------|----------------------------|
| 9. Q. to Q. B. sixth square. | 9. Q. R. to Q. Kt. square. |
|------------------------------|----------------------------|

In the first place.

10. Q. Kt. P. two sq. 10. Q. R. to Q. Kt. third square.
 11. Q. to Q. R. fourth 11. K. Kt. takes K. P. square.
 If he take K. B. you retake with K. Kt. and afterwards take Q. Kt. with Q. R. Therefore—
 12. K. B. P. takes Kt. 12. Q. R. to K. B. third square.
 13. K. Kt. to K. second 13. Kt. to Q. Kt. third square.
 14. Q. to Q. Kt. third 14. K. B. checks. square.
 15. K. to Q. square. 15. Kt. to Q. B. fifth square.
 16. Q. B. moves. 16. Kt. to K. sixth sq. checking.
 17. K. to Q. B. square. 17. Q. takes Kt. and wins.

In the second place.

10. Q. Kt. to Q. R. third 10. Q. R. to Q. Kt. third square.
 If he take Q. B. P. you should play K. R. to Q. R. square, and then K. Kt. to K. square. But if—
 11. Q. to Q. R. fourth 11. K. B. takes Q. Kt. square.

12. Q. takes K. B. or (A.) 12. Q. R. to its third square.

If he play Q. to Q. Kt. fourth square, or to K. seventh square, you will win his queen.

13. Q. to Q. Kt. third 13. K. Kt. takes K. P. square.

14. P. takes Kt. 14. Q. takes P. ch.

15. Kt. to K. second sq. 15. Kt. to Q. B. fourth square.

16. Q. to Q. Kt. fifth sq. 16. Kt. checks & wins.

(A.)

Black.

White.

1. K. P. two squares. 1. K. P. two squares.

2. K. B. to Q. B. fourth square. 2. K. B. to Q. B. fourth square.

3. Q. B. P. one square. 3. Q. P. two squares.

4. B. takes P. 4. K. Kt. to B. third sq.

5. Q. to Q. Kt. third sq. 5. Castles.

6. K. B. takes Q. Kt. P. 6. B. takes B.

7. Q. takes B. 7. Q. to her sixth sq.

8. K. B. P. one sq. 8. Q. Kt. to Q. second square.

9. Q. to Q. B. sixth sq. 9. Q. R. to Q. Kt. sq.

10. Q. Kt. to Q. R. third square. 10. Q. R. to Q. Kt. third square.

11. *Q. to Q. R. fourth square.* 11. *K. B. takes Q. Kt.*
 12. *P. takes K. B.* 12. *Q. Kt. to Q. B. fourth square.*
 13. *Q. to her square.* 13. *Q. to Q. B. fifth sq.*
 If he play *Q. P.* one or two squares, you check with *Q. Kt.* and win either *Q. B.* or *K. R.* If he play *Kt.* to *K.* second square, you also check with *Kt.* and then play *Q.* to *Q. B.* fourth square. If he play *Q.* to *K.* second square, you check with *Kt.* and then play *K. Kt.* to *K. R.* fourth square, in order afterwards to play *K. B. P.* two squares. Finally, if he play—
 14. *K. to K. B. second square.* 14. *K. Kt. takes P. ch.*
 15. *P. takes Kt.* 15. *Q. R. checks.*
 16. *Kt. to B. third sq.* 16. *Kt. to Q. sixth sq. checking.*
 17. *K. to his third sq.* 17. *Q. R. to K. B. fifth square.*
 18. *Kt. to K. Kt. fifth square.* 18. *Kt. to K. B. seventh square, winning the queen.*

SEVENTH GAME.

*Black.**White.*

1. *K. P. two squares.* 1. *K. P. two squares.*
 2. *K. B. to Q. B. fourth square.* 2. *K. B. to Q. B. fourth square.*

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|---------------------------|--------------------------------|
| 3. Q. B. P. one sq. | 3. Q. P. two squares. |
| 4. B. takes P. | 4. K. Kt. to B. third sq. |
| 5. Q. to Q. Kt. third sq. | 5. Castles. |
| 6. K. B. takes Q. Kt. P. | 6. B. takes B. |
| 7. Q. takes B. | 7. Q. to her sixth sq. |
| 8. K. B. P. one sq. | 8. Q. Kt. to Q. second square. |

FIRST DEFENCE.

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|---------------------------------|--|
| 9. Q. to Q. Kt. third sq. | 9. K. Kt. takes K. P. |
| 10. P. takes Kt. | 10. Q. takes P. ch. |
| 11. K. Kt. to K. second square. | 11. Q. takes K. Kt. P. |
| 12. K. R. to K. B. sq. | 12. K. P. one square, and has a fine attacking game. |

SECOND DEFENCE.

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|----------------------------------|---------------------|
| 9. K. Kt. to K. R. third square. | 9. Q. B. P. one sq. |
|----------------------------------|---------------------|

In the first place.

- | | |
|----------------------------------|---------------------------------|
| 10. Q. takes Q. B. P. | 10. Q. to Q. B. fifth sq. |
| 11. Q. to Q. Kt. seventh square. | 11. Q. R. to Q. Kt. sq. |
| 12. Q. Kt. P. one sq. | 12. Q. to her sixth sq. |
| 13. Q. to Q. B. sixth square. | 13. K. R. to Q. B. sq. |
| 14. Q. to Q. R. fourth square. | 14. Q. Kt. to its third square. |

15. Q. to Q. R. fifth sq. 15. Kt. takes K. P.
 16. P. takes Kt. 16. Q. takes P. ch.
 17. K. to K. B. square. 17. R. to Q. B. third
 square, and has a forced won game.

In the second place.

10. Q. to Q. Kt. third 10. K. Kt. takes P.
 square.
 11. P. takes Kt. 11. Q. takes P. ch.
 12. K. to K. B. square. 12. Q. to K. B. fourth
 sq. checking.
 13. K. to his square. 13. Q. to K. Kt. fifth sq.
 14. K. to K. B. square. 14. K. R. to K. square.
 15. Q. P. one square. 15. K. P. one square.
 16. Q. P. one square. 16. K. P. one square.
 17. P. takes B. 17. P. checks.
 18. K. to B. second sq. 18. P. becomes a Q. ch.
 19. B. takes Q. 19. B. takes R.
 20. K. takes R. 20. Q. R. checks, and
 wins easily.

EIGHTH GAME.

Black.

White.

- | | |
|-------------------------------------|-------------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth
square. | 2. K. B. to Q. B. fourth
square. |

- | | |
|---------------------------|---------------------------|
| 3. Q. B. P. one sq. | 3. Q. P. two squares. |
| 4. K. B. takes P. | 4. K. Kt. to B. third sq. |
| 5. Q. to Q. Kt. third sq. | 5. K. Kt. takes B. |

No. 1.

- | | |
|-------------------------------------|----------------------------------|
| 6. P. takes Kt. | 6. Q. to K. Kt. fourth square. |
| 7. Q. to Q. R. fourth sq. checking. | 7. Q. B. to Q. second square. |
| 8. Q. to K. fourth sq. | 8. Q. B. to K. B. fourth square. |

FIRST METHOD.

- | | |
|--------------------------------|-------------------------------|
| 9. Q. takes K. P. ch. | 9. K. to Q. square. |
| 10. Q. to K. Kt. third square. | 10. K. R. checks. |
| 11. K. to Q. square. | 11. Q. to K. second sq. |
| 12. K. B. P. one sq. | 12. K. B. takes Kt. and wins. |

SECOND METHOD.

- | | |
|--------------------------------|---------------------------------|
| 9. Q. to K. B. third sq. | 9. K. P. one square. |
| 10. Q. to K. Kt. third square. | 10. Q. takes Q. |
| 11. R. P. takes Q. | 11. Q. Kt. to Q. second square. |

White's game is certainly not inferior to Black's.

No. 2.

6. Q. takes Kt. 6. Q. takes Q.
 7. P. takes Q. 7. Q. B. to K. B. fourth
 square.
 8. K. Kt. to B. third sq. 8. K. B. P. one sq.

FIRST METHOD.

9. Castles. 9. Q. B. to Q. sixth sq.
 10. K. R. to K. square. 10. Castles.
 11. Q. Kt. P. one sq. 11. K. P. one square.

If he play Kt. to K. R. fourth square, you should play K. B. P. one square, threatening to win the Kt. by playing K. Kt. P. two squares. If he play Kt. to Q. fourth square, you should take it with K. B. and then play Q. Kt. to Q. second square.

SECOND METHOD.

9. K. to his second sq. 9. K. P. one square.

In the first place.

10. K. Kt. to R. fourth 10. Q. B. to Q. second
 square. square.
 11. K. Kt. P. one sq. 11. Q. B. to Q. Kt. fourth
 sq. checking.
 12. K. to his square. 12. Q. B. to its fifth sq.
 recovers the pawn with a superior position.

In the second place.

- | | |
|-----------------------|---|
| 10. K. Kt. to its sq. | 10. Q. Kt. to Q. second square. |
| 11. Q. B. P. one sq. | 11. Q. Kt. to K. fourth square. |
| 12. Q. Kt. P. one sq. | 12. Q. Kt. to Q. sixth sq. checks and wins. |

NINTH GAME.

Black.

White.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. B. P. one sq. | 3. Q. P. two squares. |
| 4. B. takes P. | 4. K. Kt. to B. third sq. |
| 5. Q. checks. | 5. Q. B. P. one sq. |

FIRST ATTACK.

- | | |
|-------------------------------|-------------------------------------|
| 6. Q. P. two squares. | 6. P. takes P. |
| 7. P. takes P. | 7. B. to Q. Kt. third sq. |
| 8. Q. Kt. to B. third square. | 8. Castles. |
| 9. B. removes. | 9. B. takes P. and has a good game. |

SECOND ATTACK.

6. K. B. takes K. B. P. 6. K. to K. B. sq.
checking.

If he play Q. to Q. B. fourth square, you play Q. to K. second square, and will win, for if he play Q. P. one square, you play Q. Kt. P. two squares : if, instead of Q. P. he play Q. Kt. P. two squares, or Q. R. P. two squares, you play K. B. to Q. Kt. third square. Therefore—

7. Q. to Q. Kt. third 7. K. Kt. takes P.
square.

In the first place.

8. Q. to Q. B. fourth 8. K. B. takes K. B. P.
square. checking.
9. K. to K. B. sq. 9. Kt. to Q. third sq.
and wins.

In the second place.

If he play K. B. to K. R. fifth square, you should play Q. to K. B. third square. But if—

8. K. Kt. to K. B. third 8. Kt. takes K. B. P.
square.

9. K. R. to K. B. sq. 9. Kt. to Q. sixth sq.
checking.
10. K. to Q. square. 10. Q. to K. B. third
square, and has a fine game.
-

TENTH GAME.

*Black.**White.*

- | | |
|-------------------------------------|-------------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth
square. | 2. K. B. to Q. B. fourth
square. |
| 3. Q. B. P. one square. | 3. Q. P. two squares. |
| 4. B. takes P. | 4. K. Kt. to B. third
square. |
| 5. K. B. to Q. B. fourth
square. | 5. K. Kt. takes P. |
| 6. Q. checks. | 6. K. to B. square. |
| 7. Kt. to B. third sq. | 7. K. B. takes P. ch. |

FIRST DEFENCE.

- | | |
|-------------------------|--------------------------------------|
| 8. K. to his second sq. | 8. K. B. to Q. Kt.
third square. |
| 9. K. B. takes K. B. P. | 9. K. Kt. to B. seventh
square. |
| 10. R. to B. square. | 10. Q. B. to K. B.
fourth square. |

In the first place.

- | | |
|-----------------------|---|
| 11. Kt. takes K. P. | 11. Q. B. to Q. sixth
sq. checking. |
| 12. Kt. takes B. | 12. Q. takes Kt. ch. |
| 13. K. to his square. | 13. K. takes B. and has
a fine game. |

In the second place.

- | | |
|--------------------------------------|--|
| 11. K. B. to Q. B. fourth
square. | 11. Q. B. checks. |
| 12. B. takes B. | 12. Q. takes B. ch. |
| 13. K. to his square. | 13. Q. Kt. to Q. second
square. |
| 14. K. R. takes Kt. | 14. B. takes R. ch. |
| 15. K. takes B. | 15. Q. Kt. P. two sq. |
| 16. Q. to Q. Kt. third
square. | 16. K. P. one square. |
| 17. K. Kt. to its fifth
square. | 17. Kt. to K. fourth sq. |
| 18. Kt. to Q. R. third
square. | 18. K. R. P. one sq. |
| 19. Kt. to K. R. third
square. | 19. K. to his second
square. |
| 20. K. to Kt. square. | 20. K. R. to K. B. sq. |
| 21. Q. to her square. | 21. K. P. one square,
winning the game. |

SECOND DEFENCE.

- | | |
|---|---|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares.</i> |
| 2. <i>K. B. to Q. B. fourth square.</i> | 2. <i>K. B. to Q. B. fourth square.</i> |
| 3. <i>Q. B. P. one square.</i> | 3. <i>Q. P. two squares.</i> |
| 4. <i>B. takes P.</i> | 4. <i>K. Kt. to B. third square.</i> |
| 5. <i>K. B. to Q. B. fourth square.</i> | 5. <i>K. Kt. takes P.</i> |
| 6. <i>Q. checks.</i> | 6. <i>K. to B. square.</i> |
| 7. <i>Kt. to B. third sq.</i> | 7. <i>K. B. takes P. ch.</i> |
| 8. <i>K. to Q. square.</i> | 8. <i>K. B. to Q. Kt. third square.</i> |
| 9. <i>K. R. to K. B. sq.</i> | 9. <i>Q. Kt. to Q. second square.</i> |

If he play Q. to B. second square, you should play Kt. to Q. third square. But if—

- | | |
|---------------------------------------|---|
| 10. <i>K. B. takes P.</i> | 10. <i>Q. Kt. to Q. B. fourth square.</i> |
| 11. <i>Q. to Q. B. fourth square.</i> | 11. <i>K. Kt. to Q. third square.</i> |
| 12. <i>Q. to her fifth sq.</i> | 12. <i>Q. B. P. one sq.</i> |
| 13. <i>Q. takes K. P.</i> | 13. <i>Kt. takes B.</i> |
| 14. <i>K. Kt. to its fifth sq.</i> | 14. <i>Q. B. checks, and wins the game.</i> |

ELEVENTH GAME.

Black.

White.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. B. P. one square. | 3. Q. P. two squares. |
| 4. B. takes P. | 4. K. Kt. to B. third square. |
| 5. K. B. to Q. Kt. third square. | 5. Kt. takes P. |
| 6. Q. to K. second sq. | |

No. 1.

- | | |
|--|----------------------------------|
| | 6. K. B. takes P. ch. |
| 7. K. to Q. square. | 7. K. B. takes Kt. |
| You might also play K. B. P. two squares. | |
| 8. Q. takes Kt. | 8. K. B. to Q. Kt. third square. |
| 9. Q. takes P. ch. | 9. K. to B. sq. |
| 10. Q. P. two squares, and has the best of the game. | |

No. 2.

- | | |
|-------------------------------|------------------------------|
| | 6. Q. to K. R. fifth square. |
| 7. K. Kt. to B. third square. | 7. Q. takes P. ch. |
| 8. Q. takes Q. | 8. B. takes Q. ch. |

9. K. to his second sq. 9. B. to Q. Kt. third square.
 10. Kt. takes K. P. 10. K. Kt. to Q. third square.
 11. Q. P. two squares. 11. Castles.

The game is about equal.

No. 3.

6. Kt. takes K. B. P.
 7. Q. takes P. ch. 7. Q. to K. second sq.
 8. Q. takes Q. 8. K. takes Q.
 9. Q. P. two squares. 9. B. takes P.

You might check at Q. sixth square, and then take Q. B.

10. P. takes B. 10. Kt. takes R.

There is but little difference in the game.

TWELFTH GAME.

Black.

White.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. to Q. B. fourth square. | 2. K. B. to Q. B. fourth square. |
| 3. Q. B. P. one square. | 3. Q. P. two squares. |
| 4. B. takes P. | 4. K. Kt. to B. third sq. |
| 5. Q. to K. B. third sq. | 5. Kt. takes B. |
| 6. P. takes Kt. | 6. Castles. |

- | | |
|--------------------------|----------------------|
| 7. Q. P. one square. | 7. K. B. P. two sq. |
| 8. Q. B. to K. third sq. | 8. K. P. one square. |
| 9. P. takes P. | 9. P. takes P. |

FIRST DEFENCE.

- | | |
|-----------------|----------------------|
| 10. Q. takes P. | 10. R. to K. square. |
|-----------------|----------------------|

If Black play Q. to Q. B. fourth square, you should take his bishop with yours, having nothing to fear from the discovered check. But if—

- | | |
|---------------------------------|---------------------------------|
| 11. Q. to her third sq. | 11. Q. to K. Kt. fourth square. |
| 12. K. Kt. to K. second square. | 12. B. takes B. |
| 13. P. takes B. | 13. R. takes P. |

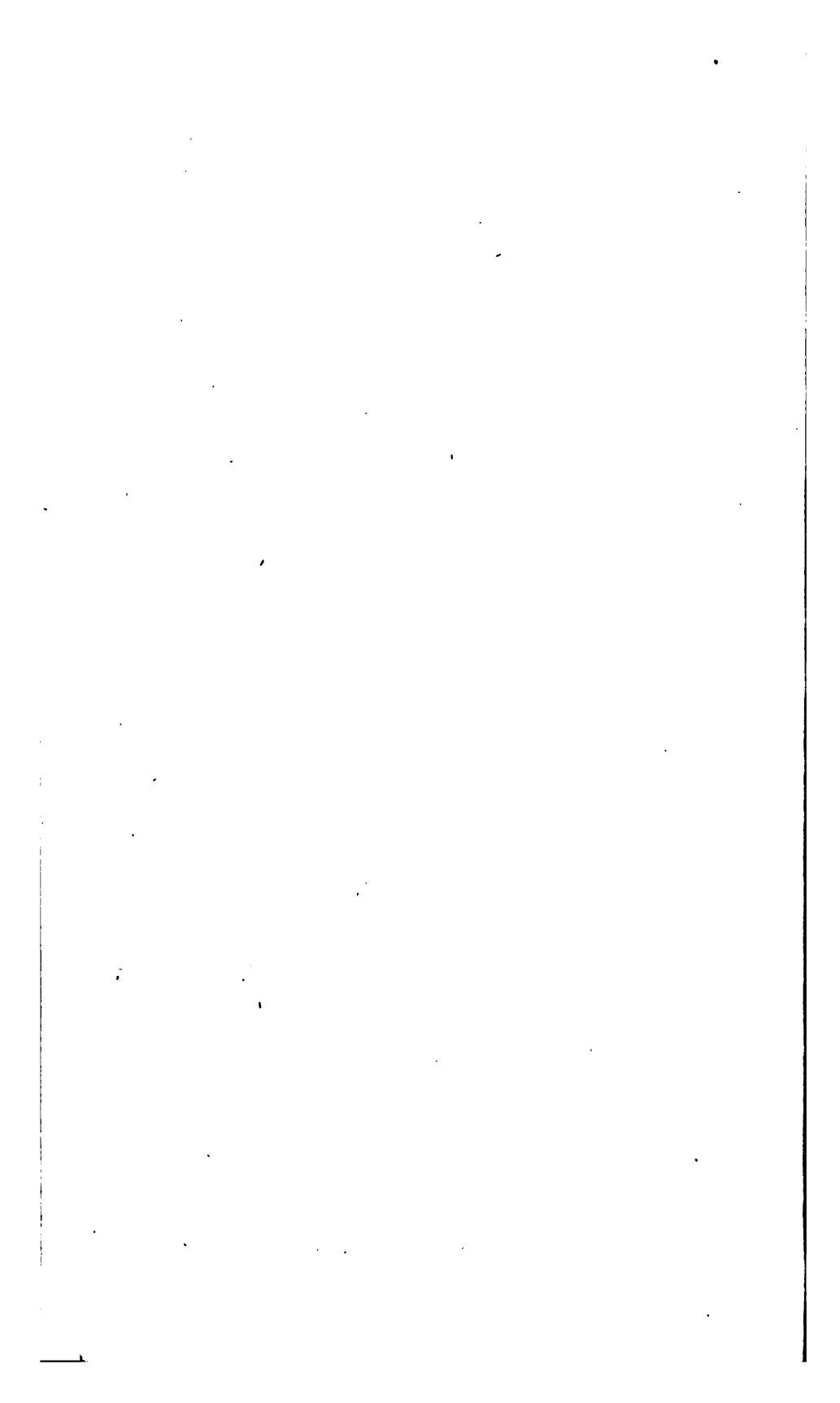
You have now a fine attacking game.

SECOND DEFENCE.

- | | |
|-----------------------|--------------------------------|
| 10. Q. to her square. | 10. B. takes B. |
| 11. P. takes B. | 11. Q. Kt. to B. third square. |

If Black take the knight he will lose the queen. And if—

- | | |
|---------------------------------|--------------------------|
| 12. K. Kt. to K. second square. | 12. Kt. to K. fourth sq. |
|---------------------------------|--------------------------|



KING'S KNIGHT'S GAME.

FIRST GAME.

White.

Black.

- | | |
|----------------------------------|-------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third square. | 2. K. B. to Q. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. Kt. to B. third sq. |
| 4. Q. P. two squares. | 4. Q. Kt. to B. third square. |
| 5. P. takes P. | 5. B. takes P. |
| 6. K. Kt. to its fifth sq. | 6. Castles. |
| 7. K. B. P. two sq. | 7. K. B. to Q. fifth sq. |
| 8. K. P. one square. | 8. Q. to K. second sq. |
| 9. K. to B. square. | 9. K. Kt. to K. sq. |

In the First Series, page 92, it is stated, that the White has now the best of the game, but that the succeeding moves, to prove this, would be too difficult for the reader. The following are the moves alluded to :—

- | | |
|---------------------------|----------------------|
| 10. Q. to K. R. fifth sq. | 10. K. R. P. one sq. |
| 11. K. R. P. two sq. | |

If he play any indifferent move, you play Q. to K. Kt. sixth square. But suppose he plays—

11 Q. P. two squares.

12. K. B. takes P.

FIRST DEFENCE.

12. Q. B. to K. third sq.

13. Kt. takes B.

13. P. takes Kt.

14. B. takes Kt.

14. P. takes B.

15. K. to his square, and you have evidently the best of the game.

SECOND DEFENCE.

12. Q. B. to K. B. fourth square.

13. Q. Kt. to R. third square.

13. Q. Kt. to its fifth square.

14. K. Kt. to its third square.

14. Kt. takes B.

15. Kt. takes B.

15. B. to K. Kt. third sq.

16. Q. to K. B. third square, and has a good position, with a pawn more.

SECOND GAME.

*White.**Black.*

- | | |
|-------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third square. | 2. Q. P. one square. |
| 3. Q. P. two squares. | 3. Q. B. to K. Kt. fifth square. |

The next move recommended to the White in the First Series, page 106, is Q. B. P. one square. The following may also be played without much risk :—

- | | |
|------------------------------|-----------------|
| 4. P. takes P. | 4. B. takes Kt. |
| 5. Q. takes B. | 5. P. takes P. |
| 6. K. B. to Q. B. fourth sq. | |

If he play K. Kt. to B. third square, you play Q. to Q. Kt. third square. But if—

- | | |
|-------------------------------|--------------------------|
| | 6. Q. to K. B. third sq. |
| 7. Q. to Q. Kt. third square. | 7. Q. Kt. P. one sq. |
| 8. Q. Kt. to B. third square. | 8. Q. B. P. one sq. |
| 9. Castles. | 9. K. B. to Q. third sq. |
| 10. K. B. P. two sq. | 10. P. takes P. |
| 11. Q. B. takes P. | 11. B. takes B. |
| 12. Kt. to Q. fifth sq. | |

In the first place.

- | | |
|--|---------------------------------|
| | 12. P. takes Kt. |
| 13. K. B. takes P. | 13. Q. Kt. to B. third sq. |
| 14. R. takes Q. B. | 14. Q. to her fifth sq. ch. |
| 15. R. to K. B. second square. | 15. K. Kt. to K. second square. |
| 16. Q. B. P. one sq. | 16. Q. to K. fourth sq. |
| 17. K. B. takes Kt. ch. | 17. Kt. takes B. |
| 18. Q. takes K. B. P. checking. | 18. K. to Q. square. |
| 19. Q. R. checks. | 19. K. to Q. B. square. |
| 20. Q. to her seventh square, checks, and wins easily. | |

In the second place.

- | | |
|----------------------|----------------|
| | 12. Q. checks. |
| 13. K. to R. square. | |

If he remove K. B. you may check with Kt. at Q. B. seventh square, which being taken with K. B. you take K. B. P. with K. B. and afterwards K. Kt. having a strong attack though with a piece less. But if he, play—

- | |
|-----------------------|
| 13. Q. Kt. P. one sq. |
|-----------------------|

You might now also check with Kt. at Q. B. seventh square, or you may play as follows :—

- | | |
|--|------------------|
| 14. K. B. takes Q. Kt. P. | 14. P. takes B. |
| 15. Kt. to Q. B. seventh sq. checking. | 15. B. takes Kt. |

16. Q. takes K. B. P. ch. 16. K. to Q. square.
 17. Q. R. to Q. square, and has the best of the game.
-

THIRD GAME.

*White.**Black.*

- | | |
|------------------------------|-------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. P. one square. |
| 3. Q. P. two squares. | 3. K. Kt. to B. third square. |
| 4. Q. B. to K. Kt. fifth sq. | |

FIRST DEFENCE.

- | | |
|---------------------------|-------------------------------|
| | 4. K. P. takes P. |
| 5. Q. takes P. | 5. K. B. to K. second square. |
| 6. Q. Kt. to B. third sq. | 6. Castles. |
| 7. Castles. | 7. Q. Kt. to B. third sq. |

White's position is superior to the Black's.

SECOND DEFENCE.

- | | |
|---------------------------|----------------------------------|
| | 4. Q. B. to K. Kt. fifth square. |
| 5. P. takes P. | 5. Q. B. takes Kt. |
| 6. Q. takes B. | 6. P. takes P. |
| 7. Q. to Q. Kt. third sq. | |

If he play Q. Kt. to Q. second square, you should move K. B. to Q. B. fourth square. But if—

- | | |
|--|--------------------------------|
| | 7. Q. Kt. P. one sq. |
| 8. K. B. to Q. B. fourth square. | 8. Q. to her second sq. |
| 9. Q. B. takes Kt. | 9. P. takes B. |
| 10. Q. Kt. to Q. B. third square. | 10. K. B. to K. Kt. second sq. |
| 11. Q. R. to Q. square. | 11. Q. to K. second sq. |
| 12. Q. Kt. to Q. fifth sq. | 12. Q. to Q. B. fourth square. |
| 13. K. B. checks, and has a fine position. | |

FOURTH GAME.

*White.**Black.*

- | | |
|----------------------------------|--------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. P. two squares. |
| 3. Kt. takes K. P. | 3. P. takes P. |
| 4. K. B. to Q. B. fourth square. | 4. Q. to K. Kt. fourth square. |
| 5. Q. P. two squares. | 5. Q. takes K. Kt. P. |
| 6. K. R. to B. square. | |

In the first place,

- | | |
|----------------------|--------------------------------|
| | 6. Q. B. to K. third sq. |
| 7. Q. P. one square. | 7. Q. Kt. to Q. second square. |

8. P. takes B. 8. Kt. takes Kt.
 9. K. B. P. two squares. 9. P. takes P. *en passant*.
 10. Q. B. to K. B. fourth square. 10. R. to Q. square.
 11. P. takes P. ch. 11. K. to his second sq.

If, instead of this move he were to take the pawn with the knight, you would take his knight with the bishop.

12. P. takes K. Kt. 12. K. R. takes Kt.
 becomes a Kt. and checks.
 13. K. B. to Q. third square, and has the best of the game.

In the second place.

6. Q. B. to K. R. sixth square.
 7. K. B. takes K. B. P. 7. K. to his second sq. checking.
 8. K. B. to Q. B. fourth sq.

If he play K. Kt. to B. third square, you should move Q. B. to K. B. fourth square. If he take K. R. P. you should play Q. to K. R. fifth square.

Black's third move is not the best he can play; Q. to K. second square is a much better move.

FIFTH GAME.

*White.**Black.*

- | | |
|----------------------------------|-------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third square. |
| 3. K. B. to Q. B. fourth square. | 3. K. Kt. to B. third square. |
| 4. K. Kt. to its fifth sq. | 4. K. Kt. takes K. P. |

In the First Series, page 123, it is stated, that it would be bad play for the White to take the K. B. P. with the knight instead of with the bishop, but that the moves were too difficult for a beginner to understand; the following analysis will, if I mistake not, prove this assertion. Suppose then that the White play—

- | | |
|--------------------------|--------------------------|
| 5. K. Kt. takes K. B. P. | 5. Q. to K. R. fifth sq. |
|--------------------------|--------------------------|

No. 1.

- | | |
|-------------|----------------------------------|
| 6. Castles. | 6. K. B. to Q. B. fourth square. |
|-------------|----------------------------------|

FIRST METHOD.

- | | |
|---------------------|----------------------------------|
| 7. Kt. takes K. R. | 7. Kt. takes K. B. P. |
| 8. R. takes Kt. | 8. B. takes R. ch. |
| 9. K. to B. square. | 9. K. B. to Q. Kt. third square. |

FIRST DEFENCE.

10. K. B. checks. 10. K. to B. square.

In the first place.

11. Q. to K. square. 11. Q. to K. B. fifth
sq. checking.
12. K. to his second sq. 12. Q. to K. Kt. fifth
sq. checking.

If you play K. to B. square, he will check with Q. at K. B. fourth square, then with Kt. at Q. fifth square, and on your moving K. to Q. square, he will repeat the check at K. Kt. fifth square. Therefore —

13. K. to Q. third sq. 13. Checkmates in six
moves at most.

In the second place.

11. Q. to K. B. third sq. 11. Q. Kt. to Q. fifth sq.
and wins easily.

In the third place.

11. Q. to K. second sq. 11. Q. takes K. R. P.
12. K. to his square. 12. Q. to K. Kt. sixth
sq. checking.
13. K. to Q. square. 13. Q. Kt. to Q. fifth sq.
14. Q. to K. R. fifth sq. 14. Q. P. two squares,
winning easily.

SECOND DEFENCE.

- | | |
|---|---------------------------------------|
| 10. Q. to K. second sq. | 10. Q. to K. B. fifth sq. checking. |
| 11. K. to his square. | 11. Q. Kt. to Q. fifth sq. |
| 12. Q. to her square, or to her third sq. | 12. Kt. takes Q. B. P. checking. |
| 13. Q. takes Kt. | 13. Q. to K. B. seventh sq. checking. |
| 14. K. to Q. square. | 14. Q. to adv. K. Kt. sq. checking. |
| 15. K. to his second sq. | 15. Q. takes K. Kt. P. checking. |
| 16. K. to his square. | 16. Q. to K. B. seventh sq. checking. |
| 17. K. to Q. square. | 17. Q. to K. B. sixth sq. checking. |
| 18. K. to his square. | 18. K. B. checks. |
| 19. K. to B. square. | 19. Checkmates in three moves. |

SECOND METHOD.

- | | |
|----------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. Kt. to B. third sq. |
| 4. K. Kt. to its fifth sq. | 4. K. Kt. takes P. |

- | | |
|--------------------------|----------------------------------|
| 5. K. Kt. takes K. B. P. | 5. Q. to K. R. fifth sq. |
| 6. Castles. | 6. K. B. to Q. B. fourth square. |
| 7. K. Kt. P. one sq. | 7. Kt. takes K. Kt. P. |

In the first place.

- | | |
|--------------------|------------------------|
| 8. Kt. takes K. R. | 8. Kt. takes R. |
| 9. Q. takes Kt. | 9. Kt. to Q. fifth sq. |

If you play K. B. to Q. fifth square, or to K. second square, or Q. to her third square, he will take Q. B. P. &c. If you play—

- | | |
|-----------------------------------|--|
| 10. K. B. to Q. Kt. third square. | 10. Kt. to K. B. sixth sq. checking. |
| 11. K. to Kt. second sq. | 11. K. P. one square. |
| 12. K. R. P. one sq. | 12. Q. P. two squares, winning the game. |

In the second place.

- | | |
|---------------------------|--|
| 8. P. takes Kt. | 8. Q. takes P. ch. |
| 9. K. to R. square. | 9. Q. to K. R. sixth sq. checking |
| 10. K. to Kt. square. | 10. Kt. to Q. fifth sq. |
| 11. K. B. to Q. fifth sq. | 11. K. R. to K. B. sq. |
| 12. Kt. takes K. P. | 12. R. to K. B. fourth sq. winning easily. |

THIRD METHOD.

- | | |
|---|---|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares.</i> |
| 2. <i>K. Kt. to B. third sq.</i> | 2. <i>Q. Kt. to B. third sq.</i> |
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. Kt. to B. third sq.</i> |
| 4. <i>K. Kt. to its fifth sq.</i> | 4. <i>K. Kt. takes P.</i> |
| 5. <i>K. Kt. takes K. B. P.</i> | 5. <i>Q. to K. R. fifth sq.</i> |
| 6. <i>Castles.</i> | 6. <i>K. B. to Q. B. fourth square.</i> |
| 7. <i>Q. P. two squares.</i> | 7. <i>K. B. takes P.</i> |
| 8. <i>Kt. takes R.</i> | 8. <i>Kt. takes K. B. P.</i> |

In the first place.

- | | |
|---|---|
| 9. <i>R. takes Kt.</i> | 9. <i>B. takes R. ch.</i> |
| 10. <i>K. to B. square.</i> | 10. <i>K. B. to Q. B. fourth square.</i> |
| 11. <i>Q. to K. second sq.</i> | 11. <i>Q. to her fifth sq.</i> |
| 12. <i>K. to his square, as the best.</i> | 12. <i>Q. P. two squares.</i> |
| 13. <i>Q. to K. B. square.</i> | 13. <i>Q. B. to K. third square.</i> |
| 14. <i>K. B. to K. second square.</i> | 14. <i>Castles.</i> |
| 15. <i>Kt. to K. B. seventh square.</i> | 15. <i>R. to K. B. square, and has much the best of the game.</i> |

In the second place.

- | | |
|----------------------------|--|
| 9. B. checks. | 9. K. to B. square. |
| 10. R. takes Kt. | 10. Q. takes R. ch. |
| 11. K. to R. square. | 11. Q. P. one square. |
| 12. K. B. to Q. fifth sq. | 12. Q. B. to K. Kt. fifth square. |
| 13. K. B. to its third sq. | 13. B. takes B. |
| 14. P. takes B. | 14. K. to Kt. square, afterwards takes the knight, and will have the best of the game. |

No. 2.

- | | |
|----------------------------|-----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth | 3. K. Kt. to B. third sq. square. |
| 4. K. Kt. to its fifth sq. | 4. K. Kt. takes P. |
| 5. K. Kt. takes K. B. P. | 5. Q. to K. R. fifth sq. |
| 6. K. Kt. P. one sq. | 6. Kt. takes K. Kt. P. |

FIRST DEFENCE.

- | | |
|-------------------------|-----------------------------|
| 7. K. B. P. takes Kt. | 7. Q. to K. fifth sq. ch. |
| 8. Q. to K. second sq. | 8. Q. takes R. ch. |
| 9. Q. to B. square. | 9. Q. to K. fifth sq. ch. |
| 10. Q. to K. second sq. | 10. Q. takes Q. ch. |
| 11. K. takes Q. | 11. Kt. to Q. fifth sq. ch. |

12. K. to Q. square. 12. Q. Kt. P. two sq.
 13. Kt. takes R. 13. P. takes B.
 14. Q. B. P. one sq. 14. Kt. removes, and has
 much the best of the game, as he will win
 K. Kt.

SECOND DEFENCE.

7. R. to Kt. square. 7. Q. to K. fifth sq. ch.
 8. K. B. to K. second square. 8. Kt. takes B.
 9. Q. P. one square. 9. Q. to K. B. fourth
 square, and has evidently the best of the
 game.

No. 3.

1. K. P. two squares. 1. K. P. two squares.
 2. K. Kt. to B. third sq. 2. Q. Kt. to B. third sq.
 3. K. B. to Q. B. fourth square. 3. K. Kt. to B. third sq.
 4. K. Kt. to its fifth sq. 4. K. Kt. takes P.
 5. Kt. takes K. B. P. 5. Q. to K. R. fifth sq.
 6. Q. to K. second sq.

It would not be good play to move K. B. to Q. B. fourth square, because you would at once play K. Kt. P. one square: it is better to play—

6. Q. Kt. to Q. fifth sq.

FIRST DEFENCE.

7. Q. to K. B. sq. 7. Q. Kt. takes Q. B. P.
checking.

If you play K. to his second square, he will move K. Kt. to Q. third square; &c. Therefore—

8. K. to Q. square. 8. Kt. takes R.
9. K. Kt. P. one sq. 9. Kt. takes K. B. P.
checking.
10. K. to his square. 10. Q. to K. fifth sq. ch.
11. K. takes Kt. 11. K. B. checks and
wins.

SECOND DEFENCE.

7. Q. to her third sq. 7. Q. takes K. B. P. ch.
8. K. to Q. square. 8. Q. P. two squares.
9. K. R. P. one sq. 9. Q. takes K. Kt. P.
winning easily.

THIRD DEFENCE.

7. K. Kt. P. one sq. 7. Kt. takes Q.
8. P. takes Q. 8. Kt. to Q. fifth sq.
9. Q. P. one square. 9. Kt. to Q. third sq.
10. Kt. takes R. 10. Kt. takes P. ch.
11. K. to Q. square. 11. Kt. takes R. and has
the best of the game.

No. 4.

1. *K. P. two squares.* 1. *K. P. two squares.*
2. *K. Kt. to B. third sq.* 2. *Q. Kt. to B. third sq.*
3. *K. B. to Q. B. fourth* 3. *K. Kt. to B. third sq.*
square.
4. *K. Kt. to its fifth sq.* 4. *K. Kt. takes P.*
5. *K. Kt. takes K. B. P.* 5. *Q. to K. R. fifth sq.*
6. *K. R. to K. B. sq.*

After long examination, I find it would not be good play for the Black to move K. B. to Q. B. fourth square ; (if, however, he were to do so, and you were to take his K. R. he would checkmate you in seven moves), because you would play K. Kt. P. one square, and ultimately have the best of the game. It appears to me that the best move for the Black is—

6. *Q. P. two squares.*
7. *K. B. takes P.* 7. *Q. B. to K. Kt. fifth*
square.
8. *K. Kt. P. one sq.* 8. *Q. to K. R. fourth sq.*
9. *K. B. P. one sq.* 9. *Q. takes K. R. P.*

FIRST DEFENCE.

10. *K. B. takes Q. Kt.* 10. *P. takes B.*
checking.

FIRST VARIATION.

11. Kt. takes K. R. 11. Q. takes P. ch.
 12. K. to his second sq. 12. Q. to K. Kt. seventh
 sq. checking.

If you play K. to his square, he will play Kt. to K. Kt. sixth square. If you play K. to Q. third square, he will play Kt. to K. B. seventh square, winning easily. Therefore—

13. K. to his third sq. 13. Kt. to K. B. seventh
 square.
 14. R. takes Kt. as you may play Q. to K. second
 square, see (A.)
 14. K. B. checks.

If you move K. to Q. third square, he will take the rook with the queen, winning easily. But if—

15. K. to his fourth sq. 15. Q. takes R.

If you take Q. B. he will checkmate you in three moves ; if you play Q. B. P. one square, see (B.) Suppose you now play—

16. Q. P. two squares. 16. Castles.

If you play Q. B. to K. third square, he will check you with Q. B. at K. B. fourth square, and then take Q. B. having a forced won game.

17. Q. B. P. one sq. 17. P. takes P.

If you take his Q. B. he will play P. to Q. sixth square, winning the game whatever you may do. And if—

18. Kt. to K. B. seventh square. 18. Q. B. takes P. ch.

19. Q. takes B. 19. R. checks.

20. K. to B. fourth sq. 20. K. Kt. P. checks.

21. Kt. takes P. 21. R. to K. B. sq. ch.

22. K. to his fourth sq. 22. R. takes Q.

23. Kt. takes R. 23. Q. to Q. B. seventh sq. checking.

24. K. to his fifth sq. 24. Q. takes Q. B. winning easily.

(A.)

BEGINNING AT THE FOURTEENTH MOVE OF THE
FIRST VARIATION.

White.

Black.

1. K. P. two squares. 1. K. P. two squares.

2. K. Kt. to B. third sq. 2. Q. Kt. to B. third sq.

3. K. B. to Q. B. fourth square. 3. K. Kt. to B. third sq.

4. K. Kt. to its fifth sq. 4. K. Kt. takes P.

5. K. Kt. takes K. B. P. 5. Q. to K. R. fifth sq.

6. K. R. to K. B. sq. 6. Q. P. two squares.

- | | |
|--------------------------|--|
| 7. K. B. takes P. | 7. Q. B. to K. Kt. fifth square. |
| 8. K. Kt. P. one sq. | 8. Q. to K. R. fourth sq. |
| 9. K. B. P. one sq. | 9. Q. takes K. R. P. |
| 10. K. B. takes Kt. ch. | 10. P. takes B. |
| 11. Kt. takes R. | 11. Q. takes P. ch. |
| 12. K. to his second sq. | 12. Q. to K. Kt. seventh sq. checking. |
| 13. K. to his third sq. | 13. Kt. to K. B. seventh square. |
| 14. Q. to K. second sq. | 14. K. B. checks. |
| 15. Q. P. two squares. | 15. K. B. takes P. ch. |
| 16. K. to Q. second sq. | 16. Q. B. takes P. |

In the first place.

- | | |
|-----------------------------------|---------------------------------------|
| 17. Q. to K. square. | 17. Kt. to K. fifth sq. ch. |
| 18. K. to Q. third sq. | 18. Kt. to Q. B. fourth sq. checking. |
| 19. K. to Q. B. fourth square. | 19. Q. takes Q. B. P. checking. |
| 20. Q. Kt. to Q. B. third square. | 20. Q. B. to Q. fourth sq. checking. |
| 21. K. to Q. Kt. fourth square. | 21. Q. R. checks. |
| 22. K. to Q. R. fifth sq. | 22. Q. to Q. R. fifth sq. checking. |
| 23. Kt. takes Q. | 23. Q. R. checkmates. |

In the second place.

- | | |
|-----------------------------------|--|
| 17. K. R. takes Kt. | 17. Q. takes R. |
| 18. Q. takes Q. | 18. B. takes Q. |
| 19. K. to Q. B. third sq. | 19. Q. B. to K. R. fourth square. |
| 20. Q. B. to K. Kt. fifth square. | 20. K. to Q. second sq. |
| 21. Q. Kt. to Q. second square. | 21. R. takes Kt. and has the best of the game. |

(B.)

BEGINNING AT THE SIXTEENTH MOVE OF THE
FIRST VARIATION.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. Kt. to B. third sq. |
| 4. K. Kt. to its fifth sq. | 4. K. Kt. takes P. |
| 5. K. Kt. takes K. B. P. | 5. Q. to K. R. fifth sq. |
| 6. K. R. to K. B. sq. | 6. Q. P. two squares. |
| 7. K. B. takes P. | 7. Q. B. to K. Kt. fifth square. |
| 8. K. Kt. P. one square. | 8. Q. to K. R. fourth sq. |

- | | |
|---------------------------------|--|
| 9. <i>K. B. P. one square.</i> | 9. <i>Q. takes K. R. P.</i> |
| 10. <i>K. B. takes Kt. ch.</i> | 10. <i>P. takes B.</i> |
| 11. <i>Kt. takes K. R.</i> | 11. <i>Q. takes P. ch.</i> |
| 12. <i>K. to his second sq.</i> | 12. <i>Q. to K. Kt. seventh sq. checking.</i> |
| 13. <i>K. to his third sq.</i> | 13. <i>Kt. to K. B. seventh square.</i> |
| 14. <i>R. takes Kt.</i> | 14. <i>K. B. checks.</i> |
| 15. <i>K. to his fourth sq.</i> | 15. <i>Q. takes R.</i> |
| 16. <i>Q. B. P. one sq.</i> | 16. <i>Q. B. to K. B. fourth sq. checking.</i> |
| 17. <i>K. takes B.</i> | |

If instead of taking the bishop, you were to take the pawn, he would castle, and win easily.

- | | |
|-------------------------------|---|
| | 17. <i>Q. to K. R. fifth sq.</i> |
| 18. <i>Q. P. two squares.</i> | 18. <i>K. Kt. P. checks.</i> |
| 19. <i>K. Kt. takes P.</i> | 19. <i>P. takes Kt. ch.</i> |
| 20. <i>K. takes Kt. P.</i> | 20. <i>Castles and wins, whatever you may play.</i> |

SECOND VARIATION.

White.

Black.

- | | |
|---|----------------------------------|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares.</i> |
| 2. <i>K. Kt. to B. third sq.</i> | 2. <i>Q. Kt. to B. third sq.</i> |
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. Kt. to B. third sq.</i> |
| 4. <i>K. Kt. to its fifth sq.</i> | 4. <i>K. Kt. takes P.</i> |

In the second place.

- | | |
|-----------------------------------|--|
| 17. K. R. takes Kt. | 17. Q. takes R. |
| 18. Q. takes Q. | 18. B. takes Q. |
| 19. K. to Q. B. third sq. | 19. Q. B. to K. R. fourth square. |
| 20. Q. B. to K. Kt. fifth square. | 20. K. to Q. second sq. |
| 21. Q. Kt. to Q. second square. | 21. R. takes Kt. and has the best of the game. |

(B.)

BEGINNING AT THE SIXTEENTH MOVE OF THE
FIRST VARIATION.

White.

Black.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. Kt. to B. third sq. |
| 4. K. Kt. to its fifth sq. | 4. K. Kt. takes P. |
| 5. K. Kt. takes K. B. P. | 5. Q. to K. R. fifth sq. |
| 6. K. R. to K. B. sq. | 6. Q. P. two squares. |
| 7. K. B. takes P. | 7. Q. B. to K. Kt. fifth square. |
| 8. K. Kt. P. one square. | 8. Q. to K. R. fourth sq. |

- | | |
|---------------------------------|--|
| 9. <i>K. B. P. one square.</i> | 9. <i>Q. takes K. R. P.</i> |
| 10. <i>K. B. takes Kt. ch.</i> | 10. <i>P. takes B.</i> |
| 11. <i>Kt. takes K. R.</i> | 11. <i>Q. takes P. ch.</i> |
| 12. <i>K. to his second sq.</i> | 12. <i>Q. to K. Kt. seventh sq. checking.</i> |
| 13. <i>K. to his third sq.</i> | 13. <i>Kt. to K. B. seventh square.</i> |
| 14. <i>R. takes Kt.</i> | 14. <i>K. B. checks.</i> |
| 15. <i>K. to his fourth sq.</i> | 15. <i>Q. takes R.</i> |
| 16. <i>Q. B. P. one sq.</i> | 16. <i>Q. B. to K. B. fourth sq. checking.</i> |
| 17. <i>K. takes B.</i> | |

If instead of taking the bishop, you were to take the pawn, he would castle, and win easily.

- | | |
|-------------------------------|---|
| | 17. <i>Q. to K. R. fifth sq.</i> |
| 18. <i>Q. P. two squares.</i> | 18. <i>K. Kt. P. checks.</i> |
| 19. <i>K. Kt. takes P.</i> | 19. <i>P. takes Kt. ch.</i> |
| 20. <i>K. takes Kt. P.</i> | 20. <i>Castles and wins, whatever you may play.</i> |

SECOND VARIATION.

White.

Black.

- | | |
|---|----------------------------------|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares.</i> |
| 2. <i>K. Kt. to B. third sq.</i> | 2. <i>Q. Kt. to B. third sq.</i> |
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. Kt. to B. third sq.</i> |
| 4. <i>K. Kt. to its fifth sq.</i> | 4. <i>K. Kt. takes P.</i> |

- | | |
|--------------------------|----------------------------------|
| 5. K. Kt. takes K. B. P. | 5. Q. to K. R. fifth sq. |
| 6. R. to K. B. square. | 6. Q. P. two squares. |
| 7. K. B. takes P. | 7. Q. B. to K. Kt. fifth square. |
| 8. K. Kt. P. one sq. | 8. Q. to K. R. fourth sq. |
| 9. K. B. P. one sq. | 9. Q. takes K. R. P. |
| 10. K. B. takes Kt. ch. | 10. P. takes B. |

In the first place.

- | | |
|-------------------------|---|
| 11. Q. to K. second sq. | 11. Q. takes Q. |
| 12. K. takes Q. | 12. Kt. takes P. ch. |
| 13. K. to B. second sq. | 13. Kt. takes R. |
| 14. Kt. takes R. | 14. Q. B. to K. R. sixth square, and will afterwards win the K. Kt. |

In the second place.

- | | |
|--------------------------|--|
| 11. Q. P. one square. | 11. Q. takes P. ch. |
| 12. K. to his second sq. | 12. Q. to K. Kt. seventh sq. checking. |
| 13. K. to his third sq. | 13. K. B. checks. |
| 14. K. takes Kt. | 14. K. takes Kt. winning the queen at the least. |

Should you for your next move play Q. B. P. one square, he will checkmate you in four moves.

In the third place.

11. P. takes B. 11. Q. takes P. ch.
 12. K. to his second sq. 12. Q. to K. Kt. seventh
 sq. checking.

If you play K. to his third square, he will check you with K. B. and proceed as below. Therefore—

Firstly.

13. K. to Q. third sq. 13. Kt. to B. seventh
 sq. checking.
 14. R. takes Kt. 14. Q. takes R.

If you take K. R. he will checkmate you in three moves.

15. Kt. takes K. P. 15. Q. R. checks.
 16. K. to Q. B. third sq. 16. Checkmates in two
 moves.

Secondly.

13. K. to his square. 13. Q. to K. Kt. sixth
 sq. checking.
 14. K. to his second sq. 14. Q. takes P. ch.

If you move K. to Q. third square, he wins the queen by checking with the knight at K. B. seventh square. If you play K. to his third square, he will first check with K. B. and afterwards win the queen by checking with the Kt. as before. If you play K. to his square,

he will check with Q. at K. R. fifth square, and afterwards with Kt. at K. Kt. sixth square, winning easily. Therefore—

15. R. to K. B. third sq. 15. Q. to K. Kt. seventh sq. checking.

16. K. to his third sq.

In the Third Variation the king is played to his own square.

16. K. B. checks.

17. K. takes Kt.

In the Fourth Variation you play Q. P. two squares.

17. Q. to K. Kt. fifth sq. checking.

18. K. to Q. third sq. 18. P. checks.

19. K. to Q. B. fourth sq. 19. P. takes R. ch.

20. K. takes B. 20. K. takes Kt. and has a fine game.

THIRD VARIATION.

White.

1. K. P. two squares.

2. K. Kt. to B. third sq.

3. K. B. to Q. B. fourth square.

4. K. Kt. to its fifth sq.

Black.

1. K. P. two squares.

2. Q. Kt. to B. third sq.

3. K. Kt. to B. third sq.

4. K. Kt. takes P.

- | | |
|--------------------------------------|--|
| 5. <i>K. Kt. takes K. B. P.</i> | 5. <i>Q. to K. R. fifth sq.</i> |
| 6. <i>K. R. to B. square.</i> | 6. <i>Q. P. two squares.</i> |
| 7. <i>K. B. takes P.</i> | 7. <i>Q. B. to K. Kt. fifth square.</i> |
| 8. <i>K. Kt. P. one sq.</i> | 8. <i>Q. to K. R. fourth sq.</i> |
| 9. <i>K. B. P. one square.</i> | 9. <i>Q. takes K. R. P.</i> |
| 10. <i>K. B. takes Kt. ch.</i> | 10. <i>P. takes B.</i> |
| 11. <i>P. takes B.</i> | 11. <i>Q. takes P. ch.</i> |
| 12. <i>K. to his second sq.</i> | 12. <i>Q. to Kt. Kt. seventh sq. checking.</i> |
| 13. <i>K. to his square.</i> | 13. <i>Q. to K. Kt. sixth sq. checking.</i> |
| 14. <i>K. to his second sq.</i> | 14. <i>Q. takes P. ch.</i> |
| 15. <i>R. to K. B. third sq.</i> | 15. <i>Q. to K. Kt. seventh sq. checking.</i> |
| 16. <i>K. to his square.</i> | 16. <i>K. B. to K. second square.</i> |
| 17. <i>Q. to K. second sq.</i> | 17. <i>K. B. checks.</i> |
| 18. <i>K. to Q. square.</i> | 18. <i>K. Kt. to K. B. seventh sq. ch.</i> |
| 19. <i>R. takes Kt. as the best.</i> | 19. <i>B. takes R.</i> |
| 20. <i>Q. takes P. ch.</i> | 20. <i>K. takes Kt.</i> |
| 21. <i>Q. takes Q. B. P. ch.</i> | 21. <i>K. to his third sq.</i> |
| 22. <i>Q. B. P. one sq.</i> | 22. <i>K. R. to K. B. sq.</i> |
| 23. <i>K. to Q. B. second sq.</i> | 23. <i>Q. R. to Q. square, having a very attacking position.</i> |

FOURTH VARIATION.

BEGINNING AT THE SEVENTEENTH MOVE OF THE
SECOND VARIATION.

*White.**Black.*

- | | |
|---|---|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares.</i> |
| 2. <i>K. Kt. to B. third sq.</i> | 2. <i>Q. Kt. to B. third sq.</i> |
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. Kt. to B. third sq.</i> |
| 4. <i>K. Kt. to its fifth sq.</i> | 4. <i>K. Kt. takes P.</i> |
| 5. <i>K. Kt. takes K. B. P.</i> | 5. <i>Q. to K. R. fifth sq.</i> |
| 6. <i>K. R. to B. square.</i> | 6. <i>Q. P. two squares.</i> |
| 7. <i>K. B. takes P.</i> | 7. <i>Q. B. to K. Kt. fifth square.</i> |
| 8. <i>K. Kt. P. one square.</i> | 8. <i>Q. to K. R. fourth sq.</i> |
| 9. <i>K. B. P. one square.</i> | 9. <i>Q. takes K. R. P.</i> |
| 10. <i>K. B. takes Kt. ch.</i> | 10. <i>P. takes B.</i> |
| 11. <i>P. takes B.</i> | 11. <i>Q. takes P. ch.</i> |
| 12. <i>K. to his second sq.</i> | 12. <i>Q. to K. Kt. seventh sq. checking.</i> |
| 13. <i>K. to his square.</i> | 13. <i>Q. to K. Kt. sixth sq. checking.</i> |
| 14. <i>K. to his second sq.</i> | 14. <i>Q. takes P. ch.</i> |
| 15. <i>R. to K. B. third sq.</i> | 15. <i>Q. to K. Kt. seventh sq. checking.</i> |
| 16. <i>K. to his third sq.</i> | 16. <i>K. B. checks.</i> |
| 17. <i>Q. P. two squares.</i> | 17. <i>B. takes P. ch.</i> |

In the first place.

18. K. takes Kt. 18. Q. to K. Kt. fifth sq.
checking.

If Q. B. interpose, he will checkmate you with the queen. Therefore—

19. K. to Q. third sq. 19. P. checks.
20. K. takes B. 20. P. takes R. ch.
21. K. to his third sq. 21. Castles.

If you take the pawn with the queen, he will check you with Q. R. and on your moving K. to B. second square, he will take the knight with K. R. winning the queen. If you play any other move, he will still have considerably the best of the game.

In the second place.

18. K. to Q. third sq. 18. Castles.

If you take his knight, he will take yours; and if you then play Q. to K. B. square, he will win easily by checking with his queen at K. Kt. fifth square. And if—

19. Q. B. P. one sq. 19. R. takes Kt.
20. R. takes R. 20. Kt. to Q. B. fourth
sq. checking.
21. K. to B. fourth sq. 21. Q. to her fourth sq.
checking.

22. K. to Kt. fourth sq. 22. R. checks.
 23. K. to R. third sq. 23. Checkmates, in
 eight moves.

SECOND DEFENCE.

*White.**Black.*

- | | |
|----------------------------|------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth | 3. K. Kt. to B. third sq. |
| square. | |
| 4. K. Kt. to its fifth sq. | 4. K. Kt. takes P. |
| 5. K. Kt. takes K. B. P. | 5. Q. to K. R. fifth sq. |
| 6. K. R. to B. square. | 6. Q. P. two squares. |
| 7. K. B. takes P. | 7. Q. B. to K. Kt. fifth sq. |
| 8. K. Kt. P. one sq. | 8. Q. to K. R. fourth sq. |
| 9. K. B. P. one square. | 9. Q. takes K. R. P. |
| 10. K. Kt. takes K. R. | 10. Q. takes P. ch. |

(A.)

11. K. to his second sq. 11. Q. to K. Kt. seventh
 sq. checking.

If you play K. to his third square, he will play Kt. to K. B. seventh square, and if you then play Q. to K. second square, he will check with K. B. and afterwards take Q. P. with Q. Kt. winning the game. But if—

- | | |
|-----------------------|------------------------------------|
| 12. K. to his square. | 12. Kt. to K. Kt. sixth
square. |
| 13. Q. P. one square. | 13. K. B. checks. |

14. Q. B. P. one sq. 14. Q. takes R. ch.
 15. K. to Q. second sq. 15. Q. to K. B. seventh
 sq. ch. and wins.

(A.)

10. K. B. takes K. Kt. 10. Q. takes P. ch.

In the first place.

11. K. to his second sq. 11. Q. Kt. checks.
 12. K. to Q. third sq. 12. K. takes Kt.
 13. R. to K. Kt. sq. 13. Q. to K. B. seventh
 square.
 14. R. takes B. 14. Q. R. to Q. square,
 and wins queen's rook at the least, besides
 having a very strong attack.

In the second place.

11. K. R. to K. B. second sq. 11. K. B. to Q. B. fourth
 square. square.

If you play Q. to K. second square, he will play Kt. to Q. fifth square, and on your removing Q. to K. B. square, he may either play K. R. to B. square, or take K. B. P. with Q. B. But if—

12. Q. P. two sq. (B.) 12. K. B. takes P.
 13. K. B. takes Kt. ch. 13. P. takes B.

(C.)

14. Q. to K. second sq. 14. Castles.

If you play K. to B. square, he will take K. R. with B. and after the exchange of queens will win your K. Kt. If you play Q. B. to K. third square, he may

take K. Kt. with K. R. or Q. Kt. P. with K. B. If you take Q. B. with K. B. P. he will win by taking your Kt. Finally, if you play—

15. Kt. to K. Kt. fifth sq. 15. B. takes K. B. P.

16. Kt. takes B. 16. B. takes R. ch.

17. Q. takes B. 17. Q. takes Kt.

Black has the best of the game.

(B.)

12. K. B. takes Kt. ch. 12. P. takes B.

13. Q. to K. second sq. 13. Castles.

14. Kt. to K. R. sixth sq. 14. P. takes Kt.
checking.

15. Q. to Q. B. fourth sq. 15. K. to R. square.
checking.

16. Q. takes B. 16. R. takes K. B. P.
having a forced won game.

(C.)

13. Q. to K. second sq. 13. K. R. to B. square.

14. Kt. to K. Kt. fifth 14. K. R. P. one sq.
square.

If you take Kt. checking, and then play Kt. to K. fourth square, he will take your rook and afterwards win your K. B. P. having the best of the game. But if—

15. Kt. to K. R. seventh 15. B. takes K. B. P.
square.

16. B. takes B. 16. B. takes R. ch.

17. Q. takes B. 17. R. takes B.

Black has considerably the best of the game.

SIXTH GAME.

*White.**Black.*

- | | |
|---------------------------------|--------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K.Kt. to B. third sq. | 2. Q.Kt. to B. third sq. |
| 3. K.B. to Q. B. fourth square. | 3. K.Kt. to B. third sq. |
| 4. K. Kt. to its fifth sq. | 4. Q. P. two squares. |
| 5. P. takes P. | 5. K. Kt. takes P. |

In the First Series, page 124, the White was directed to play for his sixth move Q. to K. B. third square, and I also stated that it would be good play to move Q. P. two squares, but that the *best* move would be to take K. B. P. with K. Kt.; the subsequent moves I considered, however, too difficult for beginners to understand; they therefore appear in the present volume with more propriety. Of the writers who have examined this game, LOLLI appears to have bestowed on it the greatest pains; he dissuades from sacrificing the knight, asserting, that though the Black is thereby placed in a position of "most servile defence," yet by good play he may get over his difficulties, and have a better game than his adversary: he then proceeds to analyse the position, playing the defence extremely well, but not so the attack: PONZIANI has shown, with his usual skill, that by varying the order of the moves, the attack will have the best of the game; I have added much to his method of attacking.

6. K. Kt. takes K. B. P. 6. K. takes Kt.
 7. Q. to K. B. third sq. 7. K. to his third sq.
 checking.
 8. Q. Kt. to B. third sq.

FIRST DEFENCE.

8. Q. Kt. to its fifth sq.
 9. Q. to K. fourth sq. 9. Q. B. P. one sq.
 10. Q. P. two squares.

If he move K. B. to Q. third square, or Q. to K. B. third square, you should play Q. R. P. one square, in order afterwards to take his K. Kt. with Q. Kt. But if—

10. Q. to her third sq.
 11. K. B. P. two sq. 11. Q. Kt. P. two sq.
 12. K. B. P. takes P. 12. Q. to her second sq.
 13. Castles. 13. P. takes K. B.
 14. Q. B. to K. Kt. fifth 14. Kt. to K. B. third sq.
 square.
 15. P. takes Kt. ch. 15. K. to B. second sq.
 16. P. takes P. ch. 16. K. takes P.
 17. Q. B. to K. R. sixth 17. K. takes B.
 sq. checking.
 18. Q. to K. R. fourth 18. K. to Kt. third sq.
 sq. checking.
 19. R. checks. 19. K. to Kt. second sq.
 20. Q. checkmates.

SECOND DEFENCE.

8. Q. Kt. to K. second square.

9. Q. P. two squares.

In the first place,

9. Q. B. P. one sq.

10. Q. B. to K. Kt. fifth square. 10. K. R. P. one sq.

11. Q. B. takes Kt.

If he take Q. B. with Q. you may take the pawn, and afterwards castle on the queen's side with a very fine attack. But if—

11. K. B. takes B.

12. Castles with Q. R. 12. K. R. to B. sq.

13. Q. to K. fourth sq. 13. Q. to her third sq.

14. K. R. to K. sq. 14. R. to K. B. fourth sq.

15. K. Kt. P. two sq. 15. R. to K. Kt. fourth square.

16. K. B. P. two sq. 16. R. takes P.

17. Q. P. takes P. 17. Q. removes.

18. Kt. or B. takes Kt. having a forced won game.

In the second place.

9. K. R. P. one sq.

10. Castles. 10. K. Kt. P. two sq.

As he may play Q. B. P. one square, there will be a variation on this move.

11. Q. to K. fourth sq. 11. K. B. to Kt. second square.
 12. K. B. P. two sq. 12. P. takes P.
 13. Q. B. takes P. 13. Q. to her third sq.
 14. Q. B. takes K. P. 14. B. takes B.
 15. Q. to K. Kt. fourth square, checks, and wins easily.

VARIATION.

BEGINNING AT THE TENTH MOVE OF THE BLACK.

White.

Black.

- | | |
|----------------------------------|--------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. Kt. to B. third sq. |
| 4. K. Kt. to its fifth sq. | 4. Q. P. two squares. |
| 5. P. takes P. | 5. Kt. takes P. |
| 6. K. Kt. takes K. B. P. | 6. K. takes Kt. |
| 7. Q. to B. third sq. ch. | 7. K. to his third sq. |
| 8. Q. Kt. to B. third sq. | 8. Q. Kt. to K. second square. |
| 9. Q. P. two squares. | 9. K. R. P. one sq. |
| 10. Castles. | 10. Q. B. P. one sq. |
| 11. K. R. to K. sq. | |

FIRST DEFENCE.

- | | |
|--|---------------------------|
| | 11. Q. Kt. P. two sq. |
| 12. B. takes Kt. ch. | 12. P. takes B. |
| 13. R. takes P. ch. | 13. K. to Q. second sq. |
| 14. R. takes P. ch. | 14. Kt. takes R. |
| 15. Q. takes Kt. ch. | 15. K. B. to Q. third sq. |
| 16. Q. takes Q. R. and has the best of the game. | |

SECOND DEFENCE.

- | | |
|---|---------------------------|
| | 11. K. Kt. P. two sq. |
| 12. R. takes P. ch. | 12. K. to Q. second sq. |
| 13. B. takes Kt. | 13. Kt. takes B. |
| 14. Kt. takes Kt. - | 14. P. takes Kt. |
| 15. R. takes P. ch. | 15. K. B. to Q. third sq. |
| 16. Q. B. P. two squares, and has the best of the game, having a fine position, and three pawns for a bishop. | |

THIRD DEFENCE.

11. Kt. to K. Kt. third square.

If, instead of this move, he were to play K. to Q. third square, you should take his pawn with yours, and on his moving K. to Q. second square, or to Q. B. second square, you should advance the pawn to K. sixth square. If, however, he were to move K. to Q. second square,

(instead of K. to Q. third square) you should take his Kt. with yours, and after the exchanges, you will win the two centre pawns.

12. P. takes P.

In the first place.

- | | |
|--|-------------------------|
| | 12. Q. Kt. P. two sq. |
| 13. B. takes Kt. ch. | 13. P. takes B. |
| 14. Q. to K. Kt. fourth | 14. K. to B. second sq. |
| | sq. checking. |
| 15. P. checks. | 15. K. to B. third sq. |
| 16. Q. to K. B. third square, checks, and wins easily. | |

In the second place.

- | | |
|--|-----------------------------------|
| | 12. K. B. to Q. Kt. fifth square. |
| 13. Q. to K. Kt. fourth | 13. K. to B. second sq. |
| | sq. checking. |
| 14. P. checks. | 14. K. to his second sq. |
| 15. Q. takes Kt. | 15. Kt. takes Kt. |
| 16. Q. to adv. K. B. | 16. K. to Q. third sq. |
| | second sq. ch. |
| 17. P. takes Kt. | 17. B. takes P. |
| 18. B. to Q. R. third square, checks, and wins easily. | |

In the third place.

12. Kt. to K. R. fifth sq.
 13. Q. to K. Kt. fourth sq. checking. 13. K. to K. B. second sq. (A.)
 14. P. checks.

If he play K. to his square, you should take his knight with yours, in order afterwards to check with K. B. at Q. Kt. fifth square. Therefore—

14. K. to Kt. square.
 15. K. Kt. P. one square, and has the best of the game.

(A.)

13. Kt. to K. B. fourth square.
 14. Q. to K. Kt. sixth sq. checking. 14. K. to his second sq.
 15. P. to K. sixth sq.

If he play Kt. to Q. third square, you should take his Kt. with K. B. If he play Kt. to Q. fifth square, he will be checkmated in four moves. But if—

15. Kt. takes Kt.
 16. Q. to K. B. seventh sq. checking. 16. K. to Q. third sq.
 17. P. takes Kt.

If he play Kt. to K. second square, you should check with Q. at K. B. fourth square. But if—

17. Q. to K. B. third sq.
 18. Q. B. to Q. R. third sq. checking.
 19. Q. R. checks. 19. K. to Q. B. third sq.
 20. K. B. to Q. fifth square, checks, and wins easily.

SEVENTH GAME.

White.

Black.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. B. P. one sq. | 4. K. Kt. to B. third sq. |

In the First Series, page 128, White is directed for the next move to play Q. P. two squares, which is undoubtedly a good move, but you may, with equal propriety, play it one square only ; for example—

5. Q. P. one square.

If he play Q. P. one square, you should play Q. B. to K. Kt. fifth square. If he play K. R. P. one square, you should play Q. Kt. P. two squares, and afterwards another square, attacking Q. Kt. in order to gain K. P. Therefore—

FIRST DEFENCE.

5. K. Kt. to its fifth sq.
 6. K. B. takes K. B. P. checking.

If he take K. B. you should check with K. Kt. and afterwards take K. Kt. with Q. But if—

6. K. to B. square.
 7. Q. B. to K. Kt. fifth sq.

If he play K. Kt. to B. third square, you remove K. B. having won a pawn. Therefore—

In the first place.

7. Q. Kt. to K, second square.
 8. Q. P. one square. 8. P. takes P.
 9. Kt. takes P. 9. Kt. takes K. B. P.
 10. Q. to K. B. third square, and wins the game.

In the second place.

7. Kt. takes K. B. P.
 8. Q. to Q. Kt. third sq. 8. Q. Kt. to K. second square.
 9. K. B. to K. R. fifth square. 9. K. Kt. P. one sq.
 10. Kt. takes K. P. 10. Q. P. two squares.
 11. R. to B. square. 11. P. takes B.
 12. Q. P. one square, and wins easily.

In the third place.

7. B. takes K. B. P. ch.
 8. K. to his second sq. 8. Q. Kt. to K. second square.
 9. Q. to Q. Kt. third sq. 9. K. B. to Q. B. fourth square.
 10. K. B. to K. R. fifth square, and has evidently a fine game.

SECOND DEFENCE.

5. Q. P. two squares.
 6. P. takes P. 6. Kt. takes P.
 7. Q. to Q. Kt. third sq.

If he play Q. Kt. to K. second square, you check at Q. Kt. fifth square, winning the bishop; but if—

7. Q. B. to K. third sq.
 8. Q. takes Q. Kt. P. 8. K. Kt. to K. second square.
 9. B. takes B. 9. P. takes B.

White has evidently the best of the game.

THIRD DEFENCE.

5. Castles.
 6. Castles.

Black should now play Q. P. one square ; but suppose he play—

- | | |
|----------------------------|-----------------------|
| | 6. R. to K. square. |
| 7. K. Kt. to its fifth sq. | 7. Q. P. two squares. |
| 8. P. takes P. | 8. Kt. takes P. |
| 9. Q. to K. R. fifth sq. | |

If he play K. Kt. to B. third square, he will be check-mated in three moves. But if—

- | | |
|--|---------------------------|
| | 9. K. R. P. one sq. |
| 10. Q. takes K. B. P. | 10. K. to R. square. |
| checking. | |
| 11. B. takes Kt. | 11. Kt. to K. second sq. |
| 12. K. B. to Q. B. fourth | 12. Q. B. to K. B. fourth |
| square. | square. |
| 13. Q. to K. R. fifth square, and wins easily. | |

EIGHTH GAME.

White.

Black.

- | | |
|---------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth | 3. K. B. to Q. B. fourth |
| square. | square. |
| 4. Q. B. P. one sq. | 4. Q. P. one square. |
| 5. Q. P. two squares. | 5. P. takes P. |
| 6. P. takes P. | 6. K. B. checks. |

Though this check has been recommended by most writers as a good move, yet I venture to differ from them, and shall endeavour to prove that it gives the White decidedly the best of the game; the move usually given in opposition to it, is to interpose either the bishop or knight; the move I propose is to play the king: for example—

7. K. to B. square.

You now threaten to advance Q. P. and on the removal of his Kt. to check with your Q. at her R. fourth square, winning K. B. If he play Q. R. P. one square, or Q. B. to Q. second square, you should move Q. to Q. Kt. third square, winning a pawn at the least. But he may play—

No. 1. Q. B. to K. Kt. fifth square.

2. Q. to her second square.

3. K. B. to Q. R. fourth square.

No. 1.

7. Q. B. to K. Kt. fifth square.

8. Q. P. one square. 8. Q. B. takes Kt.

You must not take Q. B. with Q. because he would play Kt. to K. fourth square, and then take K. B. having rather the best of the game; neither would it be good play to take the bishop with the pawn, for example—

- | | |
|-----------------------------|--------------------------|
| 9. K. Kt. P. takes B. | 9. Kt. to K. fourth sq. |
| 10. Q. to R. fourth sq. ch. | 10. Q. to her second sq. |
| 11. Q. takes B. | 11. Q. checks. |
| 12. K. to his square. | 12. Q. takes K. B. P. |

If you check with K. B. he will interpose Q. B. P.
But if—

- | | |
|--------------------|--|
| 13. K. R. removes. | 13. Q. takes K. P. ch.
and wins K. B. |
|--------------------|--|

These moves show that it is not good play to take the bishop with the pawn ; instead, therefore, of taking the bishop, you ought to play as follows :—

9. Q. to Q. R. fourth sq.

If he remove Q. B. you should take his Q. Kt. ; perhaps his best move is to take K. P. But suppose he play—

- | | |
|--|--|
| | 9. Q. to her second sq. |
| 10. Q. P. takes Kt. | 10. Q. B. takes P. ch. |
| 11. K. takes B. | 11. Q. to K. Kt. fifth sq.
checking. |
| 12. K. to B. square. | 12. Q. takes K. P. |
| 13. P. takes P. ch. | 13. K. to his second sq. |
| 14. P. takes Q. R. and
becomes a queen. | 14. Q. takes B. ch. |
| 15. K. to Kt. square. | 15. Q. takes B. ch. |
| 16. K. to Kt. second sq. | 16. Q. to K. Kt. fourth
sq. checking. |
| 17. K. to B. square. | 17. Q. to adv. Q. B.
sq. checking. |
| 18. K. to his second sq. | |

If he take Q. Kt. P. you should play Q. Kt. to Q. second square, and afterwards K. to B. square, and K. Kt. square. Therefore—

- | | |
|---|--|
| | 18. Q. to Q. B. fifth sq.
checking. |
| 19. K. to Q. square. | 19. Q. to her fifth sq. ch. |
| 20. K. to Q. B. second sq. | 20. Q. takes K. B. P. ch. |
| 21. Q. Kt. to Q. second square. | 21. Q. takes Kt. ch. |
| 22. K. to Q. Kt. sq. | 22. Q. to her sixth sq.
checking. |
| 23. Q. to Q. B. second sq. and wins easily. | |

No. 2.

- | | |
|---------------------------|---|
| | 7. Q. to her second sq. |
| 8. Q. to Q. R. fourth sq. | 8. K. B. to Q. R. fourth square, being the best move. |

It would not be good play now to advance Q. P. because he would move Kt. to K. fourth square. It is better to play—

9. Q. Kt. to Q. R. third square.

If he play Q. R. P. one square in order to advance Q. Kt. P. two squares, you will win a piece by playing Q. P. one square. Therefore—

- | | |
|-----------------------------------|----------------------------------|
| | 9. K. B. to Q. Kt. third square. |
| 10. K. B. to Q. Kt. fifth square. | 10. Q. R. P. one sq. |

11. Q. P. one square. 11. P. takes B. as the best.

12. Q. takes R.

If he play Q. Kt. to R. fourth square, you should play Q. Kt. P. two squares. If he play Q. Kt. elsewhere, you either take it, or play Q. B. to K. third square, having every way the best of the game.

No. 3.

7. K. B. to Q. R. fourth square.

8. Q. to Q. R. fourth sq.

If he play Q. to her second square, see the preceding Defence. But if—

8. Q. B. to Q. second sq.

9. Q. P. one square.

FIRST DEFENCE.

9. Q. Kt. to K. fourth square.

10. Q. takes B.

10. Q. Kt. takes B.

11. Q. to Q. B. third sq. 11. Q. B. to Q. Kt. fourth square.

12. Q. takes K. Kt. P.

You have the best of the game, as Black cannot gain any advantage by the discovered check.

SECOND DEFENCE.

- | | |
|---------------------------|---|
| | 9. Q. Kt. to Q. fifth sq.
or to Q. Kt. fifth sq. |
| 10. Q. takes B. | 10. Q. Kt. to Q. B.
seventh sq. |
| 11. Q. to Q. B. third sq. | 11. Kt. takes Q. R. |
| 12. Q. Kt. P. one sq. | |

If he take Q. Kt. P. with Kt. you should take his K. Kt. P. But if—

- | | |
|--|-----------------------------------|
| | 12. Q. to K. B. third sq. |
| 13. Q. B. to Q. Kt.
second sq. | 13. Q. takes Q. |
| 14. Q. B. takes Q. | 14. K. Kt. to B. third
square. |
| 15. B. takes Q. Kt. | 15. Kt. takes K. P. |
| 16. Q. B. takes K. Kt. P. and has the best of the
game. | |

NINTH GAME.

*White.**Black.*

- | | |
|-------------------------------------|-------------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third
square. |
| 3. K. B. to Q. B. fourth
square. | 3. K. B. to Q. B. fourth
square. |
| 4. Q. B. P. one sq. | 4. Q. to K. second sq. |

It has been remarked in the First Series, page 161, that the fourth move of the Black was long considered the best that could be played, because it prevents the White from playing Q. P. two squares, latterly it has however been discovered that the White may play Q. P. two squares without danger. For example—

5. Q. P. two squares. 5. P. takes P.

6. Castles.

No. 1.

6. P. takes P.

7. Q. Kt. takes P.

If he play K. Kt. to B. third square, you should advance K. P. But if—

7. Q. P. one square.

8. Q. Kt. to Q. fifth sq.

FIRST DEFENCE.

8. Q. to her square.

9. Q. Kt. P. two sq.

FIRST VARIATION.

9. B. takes P.

10. Q. Kt. takes B. 10. Q. Kt. takes Kt

11. Q. to Q. Kt. third square. 11. Q. Kt. to Q. B. third square.

12. Q. B. to Q. Kt. second square.

H 2

In the first place.

12. Q. Kt. to K. fourth square.

If, instead of this move, he had played Q. Kt. to Q. R. fourth square, you would have checked with the queen at her rook's fourth square, and have won either Q. Kt. or K. R.

13. K. Kt. takes Q. Kt. 13. Q. P. takes Kt.

14. K. B. takes K. B. P. 14. K. to his second sq. checking.

15. Q. B. checks. 15. K. to B. third sq.

16. Checkmates in three moves.

In the second place.

12. K. Kt. to B. third square.

13. K. B. takes P. ch. 13. K. to his second sq.
(A.)

14. K. P. one square.

If he take P. with P. the check of Q. B. will be fatal to him. If he take it with Q. Kt. you take his Kt. with yours, and he cannot retake on account of the check with Q. B. But if he play—

14. Q. P. one square.

15. K. Kt. to its fifth sq. 15. K. R. P. one sq.

16. Q. B. checks. 16. K. to Q. second sq.

17. K. Kt. to K. sixth sq. winning the queen.

(A.)

- | | |
|------------------------------|-----------------------------------|
| | 13. K. to B. square. |
| 14. K. P. one square. | 14. P. takes P. (B.) (C.) |
| 15. Q. B. checks. | 15. Q. Kt. to K. second square. |
| 16. Q. R. to Q. square. | 16. Q. B. to Q. second square. |
| 17. K. Kt. takes P. | 17. Q. to Q. B. square. |
| 18. K. B. to K. Kt. sixth | 18. Q. B. to K. third sq. square. |
| 19. Q. R. checks. | 19. Q. takes R. |
| 20. Q. takes Q. B. and wins. | |

(B.)

- | | |
|-------------------------------|-------------------------|
| | 14. Q. Kt. takes P. |
| 15. Kt. takes Kt. | 15. Q. to K. second sq. |
| 16. K. B. to K. Kt. sixth sq. | |

FIRST DEFENCE.

- | | |
|----------------------------------|--------------------------------|
| | 16. Q. B. to K. third sq. |
| 17. Q. takes Q. Kt. P. | 17. Q. B. to Q. fourth square. |
| 18. Kt. to Q. B. sixth | 18. Q. B. takes Kt. square. |
| 19. Q. takes B. and wins easily. | |

SECOND DEFENCE.

16. Q. to K. third sq.
 17. Q. to Q. R. third sq. 17. Q. B. P. two sq.
 18. Kt. to K. B. seventh square. 18. K. R. to Kt. sq.
 19. Kt. to K. Kt. fifth square. 19. Q. to K. Kt. fifth sq.
 20. Q. to her third square, and wins easily.

(C.)

14. K. Kt. to its square.
 15. P. takes P. 15. P. takes P.
 16. K. R. to K. sq.

If he play either Kt. to K. second square, you may play Q. to Q. B. third square. But if—

16. Q. B. to Q. second square.
 17. K. B. takes Kt. 17. R. takes B.
 18. Kt. to K. fifth sq.

If he take Kt. with P. you should check with Q. B. and then take the pawn with the rook. If he play Q. B. to K. square, you win the queen by checking at K. B. third square. Therefore—

18. Kt. takes Kt.
 19. R. takes Kt. 19. R. to K. R. square.

20. Q. to K. B. third sq. 20. K. to Kt. square.
checking.
21. Q. to her fifth sq. 21. K. to B. square.
checking.
22. Q. takes P. checking, and wins in a few
moves.

SECOND VARIATION.

BEGINNING AT THE NINTH MOVE OF THE BLACK.

*White.**Black.*

- | | |
|--------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth | 3. K. B. to Q. B. fourth |
| square. | square. |
| 4. Q. B. P. one sq. | 4. Q. to K. second sq. |
| 5. Q. P. two squares. | 5. P. takes P. |
| 6. Castles. | 6. P. takes P. |
| 7. Q. Kt. takes P. | 7. Q. P. one square. |
| 8. Kt. to Q. fifth sq. | 8. Q. to her square. |
| 9. Q. Kt. P. two sq. | 9. K. B. to Q. Kt. third |
| | square. |
| 10. Q. B. to Q. Kt. second sq. | |

If he play K. B. P. one square, you should move K. Kt. to its fifth square, and if he then play K. Kt. to R. third square, you win by checking with the queen. Therefore—

- | | |
|---|--------------------------------|
| | 10. K. Kt. to B. third square. |
| 11. Kt. takes Kt. | 11. P. takes Kt. |
| 12. K. Kt. to its fifth sq. | 12. Q. B. to K. third sq. |
| 13. Kt. takes B. | 13. P. takes Kt. |
| 14. B. takes P. and has the best of the game. | |

SECOND DEFENCE.

*White.**Black.*¹

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. B. P. one sq. | 4. Q. to K. second sq. |
| 5. Q. P. two squares. | 5. P. takes P. |
| 6. Castles. | 6. P. takes P. |
| 7. Q. Kt. takes P. | 7. Q. P. one square. |
| 8. Q. Kt. to Q. fifth sq. | 8. Q. to her second sq. |
| 9. Q. Kt. P. two squares. | |

In the first place.

- | | |
|-------------------------------------|----------------------------------|
| | 9. K. B. to Q. Kt. third square. |
| 10. Q. B. to Q. Kt. second sq. | 10. K. B. P. one sq. |
| 11. Q. to Q. Kt. third square. | 11. K. Kt. to K. second square. |
| 12. Q. Kt. takes K. B. P. checking. | 12. P. takes Kt. |

13. K. B. checks. 13. K. removes.
 14. Q. B. takes P. and has a fine game.

In the second place.

9. K. B. takes P.
 10. Q. B. to Q. Kt. second sq.

If he play K. B. P. one square, you should take his K. B. with Q. Kt. and afterwards K. Kt. with K. B. in order to play Q. to Q. Kt. third square. But if—

10. K. to B. square.
 11. Kt. takes B. 11. Kt. takes Kt.
 12. K. Kt. to its fifth sq. 12. K. Kt. to R. third sq.
 13. Q. to her fourth sq. 13. K. B. P. one sq.
 14. Kt. to K. sixth sq. 14. K. to his square.
 checking.
 15. Q. to her second sq.

If he remove or defend Q. Kt. you may take K. B. P. with Q. B. But if—

15. Q. to K. second sq.
 16. Kt. takes Q. B. P. 16. Q. takes Kt.
 checking.
 17. Q. takes Kt. and has the best of the game.

In the third place.

9. Q. Kt. takes P.
 10. Kt. takes Kt. 10. B. takes Kt.

11. K. Kt. to its fifth sq. 11. K. Kt. to R. third sq.
 12. Q. B. to Q. Kt. 12. K. B. P. one sq. (A.)
 second sq.
 13. Q. B. takes K. B. P. 13. P. takes B.
 14. Q. checks. 14. K. to Q. sq.
 15. Kt. to K. sixth sq. 15. K. to his second sq.
 checking.
 16. Q. takes K. Kt. 16. K. to his square.
 17. Q. to K. R. fifth sq. 17. K. to his second sq.
 checking.
 18. Kt. takes Q. B. P. 18. Q. takes Kt.
 19. Q. to K. B. seventh sq. 19. K. to Q. square.
 sq. checking.
 20. Q. takes K. B. P. 20. Q. interposes.
 checking.
 21. Q. takes R. and wins.

(A.)

- | | |
|-------------------------------------|-------------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth
square. | 3. K. B. to Q. B. fourth
square. |
| 4. Q. B. P. one sq. | 4. Q. to K. second sq. |
| 5. Q. P. two squares. | 5. P. takes P. |
| 6. Castles. | 6. P. takes P. |
| 7. Q. Kt. takes P. | 7. Q. P. one square. |
| 8. Q. Kt. to Q. fifth sq. | 8. Q. to her second sq. |
| 9. Q. Kt. P. two sq. | 9. Kt. takes P. |

10. *Kt. takes Kt.* 10. *B. takes Kt.*
 11. *K.Kt. to its fifth sq.* 11. *K. Kt. to R. third sq.*
 12. *Q. B. to Q. Kt. ,* 12. *K. to B. square.*
 second sq.
 13. *Q. to Q. Kt. third sq.*

FIRST DEFENCE.

13. *K. B. to Q. B. fourth square.*
 14. *Q. to Q. B. third square.* 14. *K. B. P. one sq.*
 15. *Kt. to K. sixth sq. checking.* 15. *K. to his square.*
 16. *Q. to K. Kt. third square.* 16. *K. R. to Kt. sq.*
 17. *Kt. takes K. B.* 17. *P. takes Kt.*
 18. *K. B. takes K. R.* 18. *Kt. takes K. B.*

White has the best of the game.

SECOND DEFENCE.

13. *K. B. to Q. R. fourth square.*
 14. *Q. B. takes K. Kt. P. checking.* 14. *K. takes B.*
 15. *Q. to Q. Kt. second sq. checking.*

In the first place.

15. K. to Kt. square.
 16. Q. to K. B. sixth sq. 16. K. B. to Q. B. sixth square.
 17. Q. takes Kt. 17. K. B. to K. Kt. second square.
 18. Q. to K. R. fifth sq. 18. K. B. takes R.
 19. K. R. takes B.

If he play K. R. P. one square, you should take K. B. P. with K. Kt. If he play Q. to K. second square, you play Q. to K. R. sixth square. But if—

19. K. to B. square.
 20. Q. to K. R. sixth sq. 20. K. to his second sq. checking.
 21. Q. to K. Kt. seventh square.

If he play R. to K. B. square, you will win at the least K. R. by taking K. R. P. with Kt. Therefore—

21. Q. to K. square.
 22. K. P. one sq. 22. Q. to K. B. square.
 23. Q. to K. B. sixth sq. 23. K. to Q. second sq. checking.
 24. Kt. takes K. B. P. 24. R. to Kt. square.
 25. P. checks. 25. K. to Q. B. third sq.
 26. Q. to K. B. third square, checks and wins easily.

In the second place.

15. K. B. P. one sq.
 16. K.Kt.toK. sixth sq. 16. K. to Kt. third sq.
 checking.
 17. Kt. to K. B. fourth sq. checking.

If he move K. to Kt. fourth square, he will be checkmated in eight moves. Therefore—

17. K. to Kt. second sq.
 18. Kt. to K. R. fifth sq. 18. K. to B. square, as
 checking. the best.
 19. Q. takes K. B. P. ch. 19. Kt. to K. B. second
 square.
 20. Q. to K. Kt. seventh sq. 20. K. to his second sq.
 sq. checking.
 21. Q. takes Kt. ch. 21. K. to Q. square.
 22. Q. to K. B. sixth square, checks and after-
 wards takes K. R.

No. 2.

- | | |
|-------------------------------------|-------------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K.Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth
square. | 3. K. B. to Q. B. fourth
square. |
| 4. Q. B. P. one sq. | 4. Q. to K. second sq. |
| 5. Q. P. two squares. | 5. P. takes P. |

- | | |
|--------------------|--------------------------------|
| 6. <i>Castles.</i> | 6. Q. Kt. to K. fourth square. |
| 7. Kt. takes Kt. | 7. Q. takes Kt. |

FIRST ATTACK.

- | | |
|----------------------------------|---|
| 8. K. B. P. two sq. | 8. P. takes P. ch. |
| 9. K. to R. square. | 9. P. takes P. |
| 10. P. takes Q. | 10. P. takes Q. R. and becomes a queen. |
| 11. Q. to her fifth sq. | 11. K. B. to K. second sq. |
| 12. Q. takes K. B. P. ch. | 12. K. to Q. square. |
| 13. Q. takes K. Kt. P. and wins. | |

If Black, on the eleventh move, had played any other move, he would still have lost the game. Black ought not to have taken Q. Kt. P. on the ninth move, he should have played P. to Q. B. seventh square.

SECOND ATTACK.

- | | |
|-------------------------------------|--------------------------|
| 8. P. takes P. | 8. Q. takes P. |
| 9. Q. to Q. Kt. third sq. | 9. Q. to K. B. third sq. |
| 10. Q. Kt. to Q. B. third square. | 10. Q. B. P. one sq. |
| 11. K. P. one square. | 11. Q. to K. second sq. |
| 12. Q. Kt. to K. fourth square. | 12. Q. P. two squares. |
| 13. P. takes P. <i>en passant</i> . | |

FIRST DEFENCE.

13. Q. takes Kt.

14. K. B. takes P. ch. 14. K. to B. square.

15. Q. B. to K. Kt. fifth sq.

If he play Q. to Q. Kt. fifth square, or to K. B. fourth square, he loses a piece. Therefore—

In the first place.

15. K. Kt. to B. third sq.

16. Q. R. to K. square. 16. Q. to K. B. fourth sq.

17. Q. R. checks. 17. Kt. takes R.

18. Q. B. checkmates.

In the second place.

15. Q. B. to Q. second square.

16. K. B. takes Kt. 16. R. takes B.

17. Q. B. checks. 17. K. to his square.

18. Q. takes R. and checkmates.

SECOND DEFENCE.

13. K. B. takes P.

14. Q. B. to K. Kt. fifth sq.

In the first place.

- | | |
|---|----------------------|
| | 14. K. B. P. one sq. |
| 15. K. B. takes Kt. | 15. P. takes B. |
| 16. Kt. takes K. B. ch. | 16. Q. takes Kt. |
| 17. Q. to K. B. seventh | 17. K. to Q. square. |
| sq. checking. | |
| 18. Q. R. to Q. square, and wins the queen. | |

In the second place.

- | | |
|------------------------------|----------------------------|
| | 14. K. Kt. to B. third sq. |
| 15. Kt. takes K. B. ch. | 15. Q. takes Kt. |
| 16. K. R. checks. | 16. K. to B. square. |
| 17. Q. R. to Q. square, | 17. Q. to Q. B. second sq. |
| 18. Q. to Q. Kt. fourth | 18. Q. B. P. one sq. |
| sq. checking. | |
| 19. Q. takes P. ch. | 19. Q. takes Q. |
| 20. Checkmates in two moves. | |

THIRD ATTACK.

8. Q. Kt. P. two sq. 8. K. B. to Q. Kt. third square.
9. K. B. P. two sq.

In the first place.

9. P. takes P. ch.
 10. K. to R. square. 10. Q. to K. second sq.
 11. Q. Kt. takes P. 11. Q. B. P. one sq.
 12. K. P. one square.

If he play K. B. to Q. B. second square, you play Q. Kt. to K. fourth square, having a fine position. If he play K. Kt. to K. R. third square, you play K. B. P. one square. But if—

12. Q. takes Q. Kt. P.
 13. Q. Kt. to K. fourth sq.

If he play Q. P. two squares, you should take it *en passant*, and if he then take your K. B. you should advance the pawn, checking, and you will easily win. But if—

13. K. B. to Q. B. second square.
 14. Q. to K. second sq.

If he play K. Kt. to K. second square, then you play Q. R. P. one square, in order to check with Kt. at Q. sixth square; and if—

14. Q. to K. second sq.
 15. Q. B. to Q. R. third square. 15. Q. takes B.

16. Kt. to Q. sixth sq. 16. B. takes Kt.
checking.
17. P. takes B. ch.

If he play K to B. square, you should play K. R. to K. square. If he play K. to Q. square, you first play Q. R. to Q. square, and then K. R. to K. square, having a won game.

In the second place.

9. Q. to her third sq.
10. K. to R. square. 10. P. takes P.
11. Q. to Q. Kt. third 11. K. Kt. to R. third sq.
square.
12. Kt. takes P. and has a fine game.

From this game the reader will observe, that playing the Q. to K. second square on the fourth move, can scarcely be called a good move, because it does not prevent you from advancing Q. P. two squares. Perhaps the best move for the Black, instead of taking the pawn or playing Q. Kt. to K. fourth square on the sixth move, would be to play P. to your Q. third square.

TENTH GAME.

White.

Black.

1. K. P. two squares. 1. K. P. two squares.
2. K. Kt. to B. third sq. 2. Q. Kt. to B. third sq.

- | | |
|----------------------------------|----------------------------------|
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Castles. | 4. K. Kt. to B. third sq. |
| 5. K. R. to K. square. | 5. Castles. |
| 6. Q. B. P. one sq. | 6. K. R. to K. square. |
| 7. Q. P. two squares. | |

He ought to play K. B. to Q. Kt. third square ; but suppose—

- | | |
|----------------------|----------------------------|
| | 7. P. takes P. |
| 8. K. P. one square. | 8. K. Kt. to its fifth sq. |
| 9. Q. B. P. takes P. | |

If he were to take Q. P. with Q. Kt. you ought not to take his Kt. with yours, because he would play Q. to K. R. fifth square, winning the game ; instead of taking his knight you ought to take K. B. P. with K. B. in order afterwards to check with Kt. at K. Kt. fifth square. If he play—

- | | |
|---|----------------------------------|
| | 9. K. B. to Q. Kt. fifth square. |
| 10. K. B. takes P. ch. | 10. K. takes B. |
| 11. K. Kt. to its fifth sq. checking. | 11. K. to Kt. square. |
| 12. Q. takes Kt. | 12. K. B. takes R. |
| 13. Q. to K. B. fifth sq. | 13. Kt. to K. second sq. |
| 14. Q. takes K. R. P. checking. | 14. K. to B. square. |
| 15. Q. to K. R. fifth sq. | 15. K. Kt. P. one sq. |
| 16. Q. to K. R. seventh square, and wins. | |

ELEVENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Castles. | 4. K. Kt. to B. third sq. |
| 5. Q. B. P. one sq. | |

FIRST DEFENCE.

- | | |
|---|----------------------------|
| | 5. K. Kt. to its fifth sq. |
| 6. Q. P. two squares. | 6. P. takes P. |
| 7. K. B. takes K. B. P. checking. | 7. K. takes B. |
| 8. K. Kt. to its fifth square, checks, and afterwards takes K. Kt. having a better position than the Black. | |

SECOND DEFENCE.

- | | |
|------------------------|--------------------|
| | 5. K. Kt. takes P. |
| 6. Q. to K. second sq. | |

If he take K. B. P. with K. Kt. you will win either K. B. or K. Kt. by advancing Q. P. two squares. If he remove K. Kt. you evidently recover the pawn with a good position. If he play Q. P. two squares, you should play K. B. to Q. Kt. fifth square; and if he then

play K. B. P. one square, you should take Q. Kt. then attack K. Kt. with Q. P. and afterwards play Q. P. another square, recovering the pawn with a better position. But suppose he play—

- | | |
|--|--------------------------------------|
| | 6. K. B. takes K. B. P.
checking. |
| 7. K. to R. square. | 7. Q. P. two squares. |
| 8. K. B. to Q. Kt. fifth square. | 8. K. B. to Q. Kt. third square. |
| 9. K. Kt. takes K. P. | 9. Castles. |
| 10. Kt. takes Kt. | 10. P. takes Kt. |
| 11. B. takes P. | 11. R. to Kt. square. |
| 12. Q. P. two squares, and you have the best position. | |
-

TWELFTH GAME.

*White.**Black.*

- | | |
|---------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. P. two squares. | |

In the First Series, page 162, I observed that the above opening was too difficult for a beginner. I shall, in this and the following games, give a few of the principal moves of this interesting opening, some of which

are original, and others taken from LOLLÉ's valuable Treatise. In the "Match at Chess" played between the London and Edinburgh Clubs, and published with Variations by the Author, will also be found much that is instructive in this game. The next move for the Black may either be Q. Kt. takes P. or P. takes P.; in the first place,—

3. Q. Kt. takes P.

4. Kt. takes P.

If he play K. B. to Q. B. fourth square, you also play K. B. to Q. B. fourth square, forcing him to play Kt. to K. third square, and the position will be the same as below, therefore he at once plays—

4. Kt. to K. third sq.

5. K. B. to Q. B. fourth sq.

In the first place.

5. K. B. to Q. B. fourth square.

6. K. B. takes Kt.

If he take K. B. with Q. P. he will lose K. R. after the exchange of queens; therefore—

6. K. B. P. takes B.

7. Q. checks.

If he play K. Kt. P. one square, you should take it with K. Kt. in order afterwards to take K. B. But if—

- 7. K. to his second sq.
- 8. Q. to K. B. seventh sq. checking.
- 8. K. to Q. third sq.
- 9. Q. B. to K. B. fourth square.

If he play Q. Kt. P. one or two squares, or K. Kt. to K. second square, you should play Q. Kt. to B. third square, and afterwards check with Q. R. ; but if—

- 9. K. Kt. to R. third sq.
- 10. Kt. takes Q. P. ch. 10. K. to Q. B. third sq.
- 11. Q. takes K. P. ch. 11. B. to Q. third sq.
- 12. Kt. to K. fifth sq. ch. 12. K. to Q. Kt. third sq.
- 13. Q. to Q. Kt. third sq. checking.
- 13. K. to Q. R. third sq.
- 14. Checkmates in three moves.

In the second place.

- 5. Q. P. one square.
- 6. K. B. checks. 6. Q. B. P. one sq.
- 7. Kt. takes Q. B. P. 7. P. takes Kt.
- 8. B. takes P. ch. 8. Q. B. to Q. second square.
- 9. B. takes Q. R. 9. Q. takes B.

The position is in favour of the White.

In the third place.

5. Q. B. P. one sq.

6. K. B. takes Kt.

Black must not take K. B. with either pawn; but plays—

6. Q. to Q. R. fourth
sq. checking.

7. Q. Kt. to B. third sq. 7. Q. takes K. Kt.

8. K. B. to Q. Kt. third square. 8. K. B. to Q. B. fourth
square.

9. Castles, and the game is about equal.

THIRTEENTH GAME.

White.

Black.

1. K. P. two squares.

1. K. P. two squares.

2. K. Kt. to B. third sq.

2. Q. Kt. to B. third sq.

3. Q. P. two squares.

3. P. takes P.

4. K. B. to Q. B. fourth
square.

4. K. B. to Q. B. fourth
square.

5. K. Kt. to its fifth sq.

5. K. Kt. to R. third sq.

6. Kt. takes K. B. P.

In the first place.

- | | |
|--------------------------|--------------------------|
| | 6. Kt. takes Kt. |
| 7. B. takes Kt. ch. | 7. K. takes B. |
| 8. Q. to K. R. fifth sq. | |
| checking. | 8. K. Kt. P. one sq. |
| 9. Q. takes B. | 9. Q. to K. second sq. |
| 10. Q. to Q. B. fourth | 10. Q. to K. third sq. |
| sq. checking. | |
| 11. Q. to K. second sq. | 11. Q. P. two squares. |
| 12. K. B. P. one sq. | 12. R. to K. square. |
| 13. Castles. | 13. K. to Kt. second sq. |
| 14. Q. to K. B. second | 14. P. takes P. |
| square. | |
| 15. P. takes P. | |

The game is rather in favour of the White, as Black cannot take the pawn with the queen without losing the game.

In the second place.

- | | |
|----------------------|--------------------|
| | 6. K. B. checks. |
| 7. Q. B. P. one sq. | 7. P. takes P. |
| 8. P. takes P. | 8. B. takes P. ch. |
| 9. Kt. takes B. | 9. Kt. takes Kt. |
| 10. B. takes Kt. ch. | 10. K. takes B. |

The position is much in favour of the White, but Black has a pawn more; I think, however, that White's game is to be preferred. You might on the fourth move have taken the pawn with K. Kt. see the Fifteenth Game.

FOURTEENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. P. two squares. | 3. P. takes P. |
| 4. K. B. to Q. B. fourth square. | 4. K. B. checks. |
| 5. Q. B. P. one sq. | 5. P. takes P. |
| 6. Castles. | 6. P. takes P. |
| 7. Q. B. takes P. | |

No. 1.

- | | |
|----------------------------|---------------------------|
| | 7. K. Kt. to B. third sq. |
| 8. K. Kt. to its fifth sq. | 8. Castles. |
| 9. K. P. one square. | |

If he play K. R. P. one square, you should take K. B. P. with K. Kt. If he play Q. P. two squares, you will take his knight, and afterwards play Q. to K. R. fifth square. Therefore—

- | | |
|--|----------------------|
| | 9. K. Kt. to K. sq. |
| 10. Q. to K. R. fifth sq. | 10. K. R. P. one sq. |
| 11. Kt. takes K. B. P. having a forced won game. | |

No. 2.

- | | |
|----------------------|---------------------|
| | 7. K. B. to its sq. |
| 8. K. P. one square. | |

FIRST DEFENCE.

8. Q. Kt. to R. fourth sq.
 9. K. B. takes P. ch. 9. K. takes B.
 10. Q. to her fifth sq. 10. K. to his square.
 checking.
 11. Q. takes Q. Kt. and has a fine game.

SECOND DEFENCE.

8. Q. P. one square,
 9. P. takes P.

In the first place.

9. Q. takes P.
 10. Q. to Q. Kt. third sq.

If he play K. Kt. to R. third square, you may check with K. R. and on his interposing Q. Kt. you play Q. Kt. to B. third square, having a fine attack. But if—

10. Q. B. to K. third sq.
 11. B. takes B. 11. P. takes B.
 12. K. R. to Q. square. 12. Q. to K. second sq.
 13. Q. takes Q. Kt. P. and wins.

In the second place.

9. P. takes P.
 10. K. R. checks.

If he interpose K. B. he loses K. R. If he play K. Kt. to K. second square, you play K. Kt. to its fifth square, &c. But if—

10. Q. Kt. to K. second square.
 11. K. B. checks. 11. Q. B. to Q. second square.
 12. Q. Kt. to B. third square.

If he play Q. to Q. Kt. third square, you may take his Q. B. then check with K. Kt. and on his moving back to K. square, you check with Q. at Q. R. fourth square, winning easily. But suppose he play—

12. Q. B. takes B.
 13. Q. Kt. takes B. 13. Q. P. one square.
 14. Q. to Q. R. fourth square. 14. Q. to her second square.
 15. Kt. to Q. sixth square. 15. K. to Q. square. checking.
 16. Kt. takes K. B. P. 16. K. to his square. checking.
 17. Q. takes Q. 17. K. takes Q.
 18. Kt. takes R. and wins easily.

No. 3.

7. K. B. P. one sq.

It is difficult to ascertain which is the best method of attack, I shall therefore give the three most obvious moves, viz. Q. to Q. Kt. third square, K. Kt. to its fifth

square, and K. P. one square. I rather prefer the last move, as however the others are very attacking, it will be instructive to bestow some attention on them.

FIRST ATTACK.

8. Q. to Q. Kt. third sq.

FIRST DEFENCE.

8. K. Kt. to R. third sq.

9. K. P. one square.

If he advance K. B. P. you should advance your K. P. in order to take his K. Kt. P. Therefore—

9. P. takes P.

10. K. Kt. takes P.

If he take the Kt. you should retake with Q. B. and on his playing K. B. to its square, you play K. R. to K. square, having a fine attack. If he now play K. B. to its square, you should first take his Kt. and then check with K. R. Therefore he plays—

10. Q. to K. second sq.

11. Kt. takes Kt.

In the first place.

11. Q. P. takes Kt.

12. Q. B. takes K. Kt. P. 12. Q. takes B.

13. Q. takes B.

Black cannot take Q. R. and if—

- | | |
|---------------------------|-------------------------|
| | 13. Q. R. P. two sq. |
| 14. K. R. checks. | 14. K. to Q. sq. |
| 15. K. R. to Q. square, | 15. K. to his square. |
| checking. | |
| 16. Q. to K. sq. ch. | 16. Q. to K. second sq. |
| 17. Q. to Q. B. third sq. | and wins easily. |

In the second place.

- | | |
|----------------------------|-------------------------|
| | 11. Q. Kt. P. takes Kt. |
| 12. Q. B. takes K. Kt. P. | 12. Q. takes B. |
| 13. Q. takes B. | 13. Q. P. two squares. |
| 14. K. R. checks. | 14. K. to Q. square. |
| 15. Q. Kt. to B. third sq. | |

If he play K. R. to K. square, you may take Q. P. with Q. Kt. If he play—

- | | |
|----------------------------------|-----------------------------------|
| | 15. P. takes B. |
| 16. Q. R. checks. | 16. Q. B. to Q. second square. |
| 17. Q. to Q. Kt. seventh square. | 17. Q. R. to Q. B. sq. |
| 18. Q. takes P. at Q. B. | 18. K. R. to B. sq. sixth square. |
| 19. R. takes B. ch. | 19. Q. takes R. |
| 20. Q. takes Kt. | 20. Q. to K. B. fourth sq. |
| 21. Q. to her second sq. | 21. Q. to Q. second sq. checking. |
| 22. Q. to K. Kt. fifth sq. | checks and wins. |

SECOND DEFENCE.

8. K. Kt. to K. second square.

9. K. P. one square.

In the first place.

9. P. takes P.

10. Kt. takes P.

10. Q. P. two squares.

11. R. to Q. square.

If he play Q. B. to K. third square, you should take his Q. Kt. and on his retaking with K. Kt. you take Q. P. with K. B. But if—

11. Castles.

12. B. takes P. ch.

12. Kt. takes B.

13. R. takes Kt.

13. Q. B. to K. third sq.

14. R. takes Q.

14. B. takes Q.

15. R. takes Q. R.

15. R. takes R.

16. P. takes B. and has a piece more.

In the second place.

9. Q. P. two squares.

10. K. R. to Q. square.

10. Castles.

11. P. takes P.

11. P. takes P.

12. K. B. takes P. ch.

12. Kt. takes B.

13. R. takes Kt.

13. Q. to K. square.

14. R. to K. Kt. fifth sq. 14. K. to R. square.
checking.

15. Q. to adv. K. Kt. sq. 15. R. takes Q.
checking.

16. Q. B. takes P. ch. 16. R. interposes.

17. R. takes R.

Whatever the Black may do, the least he will lose will be the queen for your Q. B.

You might also, on the ninth move, instead of playing K. P. one square, have played as follows :—

9. K. Kt. to its fifth sq. 9. P. takes Kt.

In the first place.

10. Q. B. takes K. Kt. P. 10. K. R. to B. square.

11. B. takes R. 11. K. takes B.

12. K. B. P. two sq. 12. K. Kt. P. one sq.

White has an attacking game, but is inferior in power.

In the second place.

10. K. B. checks. 10. K. to B. square.

11. K. B. to Q. fifth sq.

Black cannot move either knight without loss ; therefore—

11. K. B. to Q. third sq.

12. K. B. P. two sq.

If he take the pawn with the bishop, you should play Q. to Q. B. third square, winning the game ; and if—

12. P. takes P.

13. Q. to Q. B. third sq. 13. K. B. to K. fourth sq.

14. R. takes P. ch. 14. K. to his square.
 15. K. B. checks, and has a strong attacking position.

SECOND ATTACK.

1. K. P. two squares. 1. K. P. two squares,
 2. K. Kt. to B. third sq. 2. Q. Kt. to B. third sq.
 3. Q. P. two squares. 3. P. takes P.
 4. K. B. to Q. B. fourth square. 4. K. B. checks,
 square.
 5. Q. B. P. one sq. 5. P. takes P.
 6. Castles. 6. P. takes P.
 7. Q. B. takes P. 7. K. B. P. one sq.
 8. K. Kt. to its fifth sq. 8. K. Kt. to R. third
 square.
 9. Q. checks.

If he play K. to B. square, you may play K. B. P. two squares, but I think that Black would have the best of the game. If, however, he play—

9. K. to his second sq.
 10. Q. B. takes P. ch.

If he take the B. with the pawn, you should take his K. Kt. and he cannot take your Kt. without speedily losing; therefore—

10. K. takes B.
 11. K. Kt. to B. seventh square. 11. Kt. takes Kt.
 12. Q. takes Kt. ch.

If he move K. to his fourth square, he will be checkmated in five moves at most.

- | | |
|-------------------------------|--|
| | 12. K. to Kt. fourth sq. |
| 13. Q. takes K. Kt. P. | 13. K. to B. fifth sq. checking. |
| 14. Q. Kt. to Q. B. third | 14. K. B. takes Kt. being the best. |
| 15. Q. to K. Kt. third | 15. K. takes P. sq. checking. |
| 16. Q. to K. B. third | 16. K. to his fourth sq. sq. checking. |
| 17. R. checks. | 17. B. takes R. |
| 18. R. takes B. ch. | 18. K. to Q. fifth sq. |
| 19. Checkmates in five moves. | |

THIRD ATTACK.

- | | |
|---------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. P. two squares. | 3. P. takes P. |
| 4. K. B. to Q. B. fourth | 4. K. B. checks. |
| square. | |
| 5. Q. B. P. one sq. | 5. P. takes P. |
| 6. Castles. | 6. P. takes P. |
| 7. Q. B. takes P. | 7. K. B. P. one sq. |
| 8. K. P. one square. | |

If he take P. with Q. Kt. you should take with K. Kt. and afterwards play Q. to Q. Kt. third square ; therefore—

8. P. takes P.
 9. K. Kt. takes P. 9. Kt. takes Kt.
 10. Q. B. takes Kt. 10. K. Kt. to B. third sq.
 11. Q. to Q. R. fourth sq.

If he play Q. B. P. two squares, you should play Q. R. P. one square, and then Q. R. to its second square. If he play K. B. to K. second square, you may play K. R. to its square, and then Q. Kt. to B. third square. But if—

11. Q. to K. second sq.
 12. Q. B. takes K. Kt. 12. P. takes B.
 13. Q. R. P. one sq.

If he play K. B. to adv. K. square, you play Q. R. to its second square ; but if—

13. K. B. to Q. B. fourth square.
 14. Q. Kt. to B. third square, and has a very attacking game.

In this game the chief error of the Black seems to be on the seventh move, taking Q. Kt. P. instead of which he would do better to play Q. P. one square.

FIFTEENTH GAME.

*White.**Black.*

- | | |
|---------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. P. two squares. | 3. Kt. takes P. |
| 4. Kt. takes Kt. | 4. P. takes Kt. |
| 5. Q. takes P. | |

FIRST DEFENCE.

- | | |
|----------------------------------|--------------------------------|
| | 5. Kt. to K. second sq. |
| 6. K. B. to Q. B. fourth square. | 6. Kt. to Q. B. third square. |
| 7. Q. to her fifth sq. | 7. Q. to K. B. third sq. |
| 8. Castles. | 8. Q. P. one square. |
| 9. K. B. to Q. Kt. fifth square. | 9. Q. B. to Q. second square. |
| 10. Q. Kt. to B. third square. | 10. K. B. to K. second square. |
| 11. Q. B. to K. third sq. | 11. Castles with K. R. |
| 12. K. B. P. two sq. | |

White has a better position than the Black.

SECOND DEFENCE.

- | | |
|----------------------|---------------------------|
| | 5. Q. to K. B. third sq. |
| 6. K. P. one square. | 6. Q. to Q. Kt. third sq. |

7. Q. B. to K. third sq. 7. Q. takes Q.
 8. B. takes Q. 8. Q. B. P. two sq.
 9. B. to K. third sq. 9. Q. P. two squares.

The game is about equal.

SIXTEENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. Kt. P. two sq. | |

For this ingenious Variation in the King's Knight's Game, I am indebted to my friend Capt. W. D. EVANS, of Milford, who has also obligingly furnished me with most of the moves in this and the following Game. The sacrifice of Q. Kt. P. has two advantages ; the first consists in its enabling the White frequently to play Q. B. to Q. Kt. second square, or to Q. R. third square successfully ; and as the best move for the Black is to take the pawn with the bishop, the White is able the sooner to advance K. B. P. two squares after he has castled. The game is generally, and with great propriety, called after the name of its inventor, Capt. EVANS's Game.

If the Black take the pawn with the knight, he loses his K. P. If he remove K. B. to Q. Kt. third square, you should advance Q. Kt. P. and afterwards takes K. P. therefore—

- | | |
|---------------------|-------------------------------|
| | 4. K. B. takes P. |
| 5. Q. B. P. one sq. | 5. K. B. to R. fourth square. |
| 6. Castles. | |

FIRST DEFENCE.

- | | |
|----------------------------|---------------------------|
| | 6. K. Kt. to B. third sq. |
| 7. K. Kt. to its fifth sq. | 7. Castles. |
| 8. K. B. P. two sq. | 8. K. R. P. one sq. |

Instead of this move, Black has several other ways of playing, which will be given in separate Variations.

- | | |
|------------------------------------|-----------------------------------|
| 9. K. Kt. takes K. B. P. | 9. R. takes Kt. |
| 10. B. takes R. ch. | 10. K. takes B. |
| 11. P. takes P. | 11. Q. Kt. takes P. |
| 12. Q. to K. R. fifth sq. | 12. K. to his third sq. checking. |
| 13. Q. to B. fifth sq. ch. | 13. K. to Q. third sq. |
| 14. Q. P. two squares. | 14. Q. Kt. to B. third sq. |
| 15. K. P. one sq. checks and wins. | |

SECOND DEFENCE.

- | | |
|------------------|----------------------|
| | 6. Q. P. one square. |
| 7. Q. P. two sq. | 7. P. takes P. |

Instead of this move, Black may play K. Kt. to B. third square. See the Fifth Variation.

- | | |
|---|--------------------------------|
| 8. P. takes P. | 8. Q. to K. second sq. |
| 9. Q. P. one square. | 9. Q. Kt. to K. fourth square. |
| 10. Kt. takes Kt. | 10. Q. takes Kt. |
| 11. Q. checks. | 11. Q. B. interposes. |
| 12. Q. takes K. B. | 12. Q. takes R. |
| 13. Q. Kt. to B. third square. | 13. Q. Kt. P. one sq. |
| 14. Q. to R. third sq. and afterwards wins the queen. | |

FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. Kt. P. two sq. | 4. B. takes P. |
| 5. Q. B. P. one sq. | 5. B. to Q. R. fourth sq. |
| 6. Castles. | 6. K. Kt. to B. third sq. |
| 7. K. Kt. to its fifth sq. | 7. Castles. |
| 8. K. B. P. two sq. | 8. Q. P. two squares. |
| 9. K. P. takes P. | |

FIRST DEFENCE.

9. Kt. takes P.
10. Q. B. to R. third sq.

In the first place.

10. K. Kt. to K. second square.
 11. P. takes P. 11. Kt. takes P.
 12. Q. to K. R. fifth sq. 12. K. R. P. one sq.
 13. Kt. takes K. B. P. and wins easily.

In the second place.

10. R. to K. square.
 11. Q. to K. R. fifth sq. and wins.

SECOND DEFENCE.

9. Q. B. to K. Kt. fifth square.
 10. Q. to Q. B. second square. 10. K. B. checks.
 11. K. to R. sq. 11. Q. Kt. to R. fourth square.
 12. P. takes P. 12. Q. Kt. takes B.
 13. P. takes K. Kt. 13. K. Kt. P. one sq.
 14. Q. to K. fourth sq. winning a piece.

SECOND VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

*White.**Black.*

1. K. P. two squares. 1. K. P. two squares.
 2. K. Kt. to B. third sq. 2. Q. Kt. to B. third sq.

- | | |
|---|---|
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. B. to Q. B. fourth square.</i> |
| 4. <i>Q. Kt. P. two sq.</i> | 4. <i>B. takes P.</i> |
| 5. <i>Q. B. P. one sq.</i> | 5. <i>B. to Q. R. fourth sq.</i> |
| 6. <i>Castles.</i> | 6. <i>K. Kt. to B. third sq.</i> |
| 7. <i>K. Kt. to its fifth sq.</i> | 7. <i>Castles.</i> |
| 8. <i>K. B. P. two sq.</i> | 8. <i>K. P. takes P.</i> |
| 9. <i>Q. P. two squares.</i> | 9. <i>K. R. P. one sq.</i> |
| 10. <i>Q. B. takes P.</i> | 10. <i>P. takes Kt.</i> |

Instead of this move he ought to play *Q. P. one square.*

- | | |
|---|------------------------------|
| 11. <i>Q. B. takes P.</i> | 11. <i>Q. P. one square.</i> |
| 12. <i>Q. B. takes Kt.</i> | 12. <i>P. takes B.</i> |
| 13. <i>Q. to K. R. fifth sq. and afterwards playing R. to K. B. fourth square, wins easily.</i> | |

If instead of playing *K. R. P. one square* on the ninth move, he were to play *Q. P. one square*, you might take the pawn with *Q. B.* having an attacking position, equal perhaps to the loss of the pawn.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

White.

Black.

- | | |
|---|---|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares.</i> |
| 2. <i>K. Kt. to B. third sq.</i> | 2. <i>Q. Kt. to B. third sq.</i> |
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. B. to Q. B. fourth square.</i> |

- | | |
|----------------------------|---------------------------|
| 4. Q. Kt. P. two sq. | 4. B. takes P. |
| 5. Q. B. P. one sq. | 5. B. to R. fourth sq. |
| 6. Castles. | 6. K. Kt. to B. third sq. |
| 7. K. Kt. to its fifth sq. | 7. Castles. |
| 8. K. B. P. two sq. | 8. K. Kt. takes K. P. |
| 9. Kt. takes K. B. P. | 9. R. takes Kt. |
| 10. B. takes R. | 10. K. takes B. |
| 11. Q. to K. B. third sq. | |

If Black play K. Kt. to B. third square, or Q. P. two squares, you will win by taking P. with P. But if—

- | | |
|-------------------|-------------------|
| | 11. K. B. checks. |
| 12. Q. P. two sq. | |

If he take Q. P. with Q. Kt. you may take K. Kt. with Q. having nothing to fear from the discovered check. But if—

- | | |
|----------------------|---------------------|
| | 12. P. takes Q. P. |
| 13. Q. takes K. Kt. | 13. P. takes P. ch. |
| 14. K. to R. square. | 14. K. to Kt. sq. |
| 15. Q. Kt. takes P. | |

White is equal in power, but superior in position.

FOURTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

White.

Black.

- | | |
|---------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |

- | | |
|---|---|
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. B. to Q. B. fourth square.</i> |
| 4. <i>Q. Kt. P. two sq.</i> | 4. <i>K. B. takes P.</i> |
| 5. <i>Q. B. P. one square.</i> | 5. <i>K. B. to Q. R. fourth square.</i> |
| 6. <i>Castles.</i> | 6. <i>K. Kt. to B. third sq.</i> |
| 7. <i>K. Kt. to its fifth sq.</i> | 7. <i>Castles.</i> |
| 8. <i>K. B. P. two sq.</i> | 8. <i>Q. P. one square.</i> |
| 9. <i>Q. P. one square.</i> | |

FIRST DEFENCE.

- | | |
|---------------------------------|----------------------------|
| | 9. <i>K. R. P. one sq.</i> |
| 10. <i>K. B. P. one square.</i> | 10. <i>P. takes Kt.</i> |
| 11. <i>Q. B. takes P.</i> | |

In the first place.

- | | |
|---------------------------------------|--|
| | 11. <i>K. B. checks.</i> |
| 12. <i>K. to R. square.</i> | 12. <i>Q. Kt. to R. fourth square.</i> |
| 13. <i>Q. to K. square.</i> | 13. <i>Kt. takes B.</i> |
| 14. <i>P. takes Kt.</i> | 14. <i>R. to K. square.</i> |
| 15. <i>Q. to K. R. fourth square.</i> | 15. <i>K. B. to K. sixth sq.</i> |
| 16. <i>B. takes B.</i> | 16. <i>Kt. to K. R. second square.</i> |
| 17. <i>Q. to K. Kt. third sq.</i> | |

White has the best of the game, having a very fine position.

In the second place.

11. Q. Kt. to its square.
 12. Q. to K. square. 12. Q. Kt. to Q. second square.
 13. K. R. to B. third sq. 13. K. R. to K. square.
 14. Q. to K. R. fourth square. 14. Q. B. P. one square.
 15. K. R. to its third sq. 15. K. to B. square.
 16. Q. checks. 16. K. to his second sq.
 17. Q. takes K. Kt. P. 17. R. to B. square.
 18. K. R. to its sixth sq. 18. Q. checks.
 19. K. to B. square.

If he play Q. to Q. Kt. seventh square, he will be checkmated in six moves. If he play Q. P. one square, you take K. Kt. with K. R. But if—

19. K. to Q. square.
 20. B. takes Kt. ch.

If he take the bishop, he will be checkmated in five moves. If he play K. to his square, he loses in four moves; therefore—

20. K. to Q. B. second sq.
 21. B. to K. seventh square, and wins.

SECOND DEFENCE.

9. Q. B. to K. Kt. fifth square.
 10. Q. to K. square.

In the first place.

10. Q. Kt. to Q. fifth sq.
11. P. takes P.

If he play Kt. to Q. B. seventh square, you will win by playing Q. to K. R. fourth square.

11. Kt. to K. seventh sq.
checking.
12. K. to R. square. 12. P. takes P.
13. Q. B. to R. third square, and has the best of the game.

In the second place.

10. P. takes P.
11. Q. B. takes P. 11. K. R. P. one sq.
12. K. Kt. to B. third sq.

The game seems rather in favor of the Black.

FIFTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE
BLACK.

*White.**Black.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. Kt. P. two sq. | 4. B. takes P. |

5. Q. B. P. one sq. 5. B. to Q. R. fourth sq.
 6. Castles. 6. Q. P. one square.
 7. Q. P. two squares. 7. K. Kt. to B. third sq.
 8. Q. to Q. R. fourth sq.

FIRST DEFENCE.

8. K. Kt. takes K. P.
 9. K. B. to Q. fifth sq. 9. K. B. takes Q. B. P.
 10. B. takes Q. Kt. ch. 10. P. takes B.
 11. Q. Kt. takes B. 11. Kt. takes Kt.
 12. Q. takes P. checks and wins.

SECOND DEFENCE.

8. Q. B. to Q. second sq.
 9. Q. P. one square. 9. Q. Kt. to Q. fifth sq.
 10. Q. takes K. B. 10. Q. Kt. to Q. B.
 seventh sq.
 11. K. B. to Q. third sq. 11. Kt. takes R.
 12. Q. B. to Kt. second sq.

You have the best of the game.

THIRD DEFENCE.

8. K. P. takes P.
 9. K. P. one square. 9. K. Kt. to its fifth sq.
 10. Q. B. P. takes P.

If he were to castle, you should play K. R. P. one square, and afterwards Q. P. one square, winning a piece. But if—

10. Q. B. to Q. second sq.
 11. Q. to R. third sq. 11. K. B. to Kt. third sq.

12. Q. B. to K. Kt. fifth square. 12. K. B. P. one square.
 13. P. takes Q. P. 13. P. takes P.
 14. R. checks.

In the first place.

14. K. to B. square.
 15. Q. B. to K. B. fourth sq.

You have evidently the best of the game, as whatever he may do you will win Q. P. and remain with a very superior position.

In the second place.

14. Q. Kt. to K. second square.
 15. Q. B. to K. B. fourth square. 15. K. B. to Q. B. second square.
 16. Q. Kt. to B. third sq.

If he play Q. B. to its third square, you should advance Q. P. and then play Q. Kt. to K. fourth square. But if—

16. K. to B. square.
 17. R. takes Kt. 17. Q. takes R.
 18. Q. R. to K. square, and wins easily.

SEVENTEENTH GAME.

White:

Black:

1. K. P. two squares. 1. K. P. two squares.
 2. K. Kt. to B. third sq. 2. Q. Kt. to B. third sq.

- | | |
|---|---|
| 3. <i>K. B. to Q. B. fourth square.</i> | 3. <i>K. B. to Q. B. fourth square.</i> |
| 4. <i>Q. Kt. P. two sq.</i> | 4. <i>K. B. takes P.</i> |
| 5. <i>Q. B. P. one square.</i> | 5. <i>K. B. to Q. B. fourth square.</i> |
| 6. <i>Castles.</i> | 6. <i>K. Kt. to B. third sq.</i> |

In a Variation he plays *Q. P. one square.*

7. *Q. P. two squares.*

If he were to play *B. to Q. Kt. third square*, you would take *P. with P.* and if he take your *K. P. with K. Kt.* you play *Q. to her fifth square*; therefore—

7. *P. takes P.*

8. *P. takes P.*

FIRST DEFENCE.

- | | |
|-----------------------------|----------------------------------|
| | 8. <i>B. to Q. Kt. third sq.</i> |
| 9. <i>K. P. one square.</i> | |

If he play *Kt. to K. fifth square*, you should move *R. to K. square.* If he play it to *Kt. fifth square*, you take *K. B. P. with K. B. &c.*; therefore—

- | | |
|--------------------------------|---|
| | 9. <i>K. Kt. to its square.</i> |
| 10. <i>Q. P. one square.</i> | 10. <i>Q. Kt. to K. second square, (A.)</i> |
| 11. <i>Q. P. one square.</i> | 11. <i>P. takes P.</i> |
| 12. <i>P. takes P.</i> | 12. <i>Q. Kt. to B. third sq.</i> |
| 13. <i>Q. to her fifth sq.</i> | 13. <i>Q. to K. B. third sq.</i> |

14. Q. to K. fourth sq. 14. K. to B. square.
checking.
15. R. to K. square. 15. Q. to her square.
16. Q. B. to K. Kt. fifth 16. K. Kt. to B. third sq.
square.
17. B. takes Kt. 17. P. takes B.
18. Q. to her fifth square, and wins easily.

(A.)

10. Q. Kt. to R. fourth
square.
11. Q. B. to K. Kt. fifth sq.

In the first place.

11. K. Kt. to K. second
square.
12. Q. P. one square. 12. P. takes P.
13. P. takes P. 13. K. B. P. one square.
14. P. takes Kt. 14. Q. to B. second sq.
15. K. B. to Q. fifth sq. 15. P. takes B.
16. Kt. takes P. and wins.

In the second place.

11. K. B. P. one sq.
12. P. takes P.

If he take P. with P. you would win by playing Kt.
to K. fifth square.

12. K. Kt. takes P.

13. Q. P. one square.

If he take the pawn, he will lose the queen at the least.

13. K. R. P. one square,
(B.)

14. K. R. checks.

14. K. to B. square.

15. Q. B. takes Kt.

If he take B. with K. Kt. P. you may play K. Kt. to R. fourth square.

15. Q. takes B.

16. Q. to K. second sq. 16. Q. to her square.

17. Kt. to K. fifth square, winning easily.

(B.)

13. Kt. takes K. B.

14. Q. to K. second sq. 14. K. to B. square.
checking.

15. Q. takes Kt.

If he take P. with P. you play Q. Kt. to B. third square, having certainly the best of the game, though inferior in power. But if—

15. K. R. P. one sq.

16. K. Kt. to R. fourth square. 16. Q. to K. square.

17. B. takes Kt.

17. P takes B.

18. Q. to her third sq. 18. K. R. to Kt. sq.

19. Q. Kt. to B. third sq.

White ought to win.

SECOND DEFENCE.

8. K. B. to Q. Kt. fifth square.

9. K. P. one square. 9. K. Kt. to K. fifth sq.

10. Q. to K. second sq. 10. Kt. to Q. B. sixth sq.

11. Kt. takes Kt. 11. B. takes Kt.

12. Kt. to K. Kt. fifth sq.

If he castle you play Q. to her third square, winning K. B.

In the first place.

12. Q. Kt. takes Q. P.

13. Q. to K. third sq. 13. B. takes Q. R.

14. K. B. takes P. ch. 14. K. to B. square.

15. Q. B. checks. 15. Q. P. one square.

16. P. takes P. and wins easily.

In the second place.

12. B. takes R.

13. K. B. takes P. ch. 13. K. to B. square.

14. Q. B. checks.

If he play Kt. to K. second square, you play Q. to K. B. third square, winning easily ; therefore—

14. Q. P. one square.

15. P. takes P. 15. P. takes P.

16. B. takes P. ch. 16. Kt. to K. second sq.
 17. Q. B. to Q. R. third sq.

If he take Q. P. with K. B. you should play R. to Q. square. If he play Q. B. to K. B. fourth square, you win by playing R. to K. square.

17. K. B. to Q. B. sixth square.
 18. Q. to K. B. third sq.

If he take Q. P. with either Q. or B. you win by playing R. to Q. square. But if—

18. K. Kt. P. one sq.
 19. Checkmates in eight moves at most.

VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

White.

Black.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. Kt. P. two sq. | 4. B. takes P. |
| 5. Q. B. P. one sq. | 5. B. to Q. B. fourth sq. |
| 6. Castles. | 6. Q. P. one square. |
| 7. Q. P. two squares. | 7. P. takes P. |

8. P. takes P. 8. B. to Q. Kt. third sq.
 9. Q. B. to Q. Kt. second sq.

FIRST DEFENCE.

9. Q. B. to K. Kt. fifth
 square.
 10. K. B. to Q. Kt. fifth sq.

In the first place.

10. Q. R. P. one sq.
 11. K. B. to Q. R. fourth 11. Q. P. one square.
 square.
 12. P. takes P. 12. Q. takes P.
 13. Q. Kt. to B. third 13. B. takes K. Kt.
 square:
 14. Kt. takes Q. 14. B. takes Q.
 15. Kt. takes K. B. 15. P. takes Kt.
 16. Q. R. takes B.

If he play K. to B. square, you should play Q. P. one square, if he play Kt. to Q. Kt. fifth square, he loses it; and if he play it elsewhere, you either check with Q. B. at rook's third square, or advance Q. P. having decidedly the best of the game. But if he play—

16. K. B. P. one sq.
 17. Q. P. one square. 17. P. to Q. Kt. fourth
 square.
 18. P. takes Kt. 18. P. takes B.
 19. P. takes P. 19. Q. R. to Kt. sq.

- | | |
|--|-------------------------|
| 20. K. R. checks. | 20. K. to B. second sq. |
| 21. Q. R. checks. | 21. K. to Kt. third sq. |
| 22. B. to Q. R. third sq. and wins easily. | |

SECOND DEFENCE.

- | | |
|---------------------------------|-----------------------------------|
| | 9. K. Kt. to B. third sq. |
| 10. Q. Kt. to Q. second square. | 10. Q. B. to K. Kt. fifth square. |
| 11. K. P. one square. | |

If he play Q. P. one square, you should take K. Kt. and then check with K. R. winning easily. But if—

- | | |
|--------------------|-----------------------------|
| | 11. P. takes P. |
| 12. P. takes P. | 12. Q. B. takes Kt. |
| 13. Kt. takes Kt. | 13. Q. takes Q. |
| 14. Q. R. takes Q. | 14. Kt. to K. Kt. fifth sq. |

There is not much difference in the game ; the position of the White is superior to the Black's, who however has a pawn more.

From the foregoing Variations, which are merely a sketch of this game, the reader will observe that the sacrifice of the Q. Kt. P. on the fourth move, gives the White a considerable attack, and forms an interesting variety of the King's Knight's Game. If Black, on the fifth move, instead of playing K. B. to R. fourth square, or to Q. B. fourth square, were to play it to K. second square, you should play Q. to Q. Kt. third square, and on his playing K. Kt. to R. third square, to defend K. B. P. you play Q. P. two squares, having a good game.

DEFENCE,

THE BLACK HAVING THE FIRST MOVE.

FIRST GAME.

*Black.**White.*

- | | |
|---------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. Q. B. P. one sq. | 3. K. B. P. two sq. |

In the first place.

- | | |
|--------------------------|--------------------------------|
| 4. P. takes P. | 4. Q. P. one square. |
| 5. K. Kt. P. two sq. | 5. K. R. P. two sq. |
| 6. K. Kt. to its sq. | 6. P. takes P. |
| 7. Q. takes P. | 7. Q. Kt. to K. second square. |
| 8. K. B. to Q. third sq. | 8. K. Kt. to R. third sq. |
- and recovers the pawn with the best position.

In the second place.

- | | |
|----------------------------------|---------------------------|
| 4. Q. P. two squares. | 4. K. B. P. takes P. |
| 5. Kt. takes P. | 5. K. Kt. to B. third sq. |
| 6. Kt. takes Kt. | 6. Q. Kt. P. takes Kt. |
| 7. Q. B. to K. Kt. fifth square. | 7. Q. P. two squares. |

The game is about equal.

In the third place.

4. K. B. to Q. Kt. fifth square. 4. P. takes P.
 5. K. B. takes Kt. 5. Q. P. takes B.
 6. Kt. takes P. 6. Q. to K. Kt. fourth square, and has a fine game.
-

SECOND GAME.

Black.

White.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. P. one square. | 4. Q. P. one square. |
| 5. Q. B. P. one sq. | |

FIRST DEFENCE.

- | | |
|----------------------------------|---------------------------|
| | 5. Q. to K. B. third sq. |
| 6. Q. B. to K. Kt. fifth square. | 6. Q. to K. Kt. third sq. |

If he play Q. to her second square, you win a piece by advancing K. R. P. one square. But if—

- | | |
|-------------|----------------------------------|
| 7. Castles. | 7. Q. B. to K. Kt. fifth square. |
|-------------|----------------------------------|

8. Q. Kt. to Q. second square. 8. K. Kt. to R. third square.
 9. Q. B. takes Kt. 9. Q. takes B.
 10. Q. to Q. Kt. third square. 10. Q. Kt. to Q. sq. and the game is equal.

SECOND DEFENCE.

5. Q. to K. second sq.

If Black play Q. P. one square, you should not take it, but play B. to Q. Kt. third square. But if—

In the first place.

6. K. Kt. to its fifth sq. 6. Q. Kt. to Q. sq.
 7. Castles. 7. K. B. P. one sq.
 8. K. B. takes Kt. 8. R. takes B.

If Black check with queen, or take K. R. P. with Kt. he will lose a piece by your playing K. Kt. P. one square; therefore—

9. K. Kt. to B. third sq. 9. Q. B. to K. Kt. fifth square.

White has a good game.

In the second place.

6. Q. B. to K. Kt. fifth square. 6. K. B. P. one sq.
 7. K. B. takes Kt. 7. P. takes Q. B.
 8. K. B. to Q. fifth sq. 8. P. to K. Kt. fifth sq.

9. K. Kt. to Q. second 9. K. R. to B. sq.
square.

If Black play K. B. P. one square, you should check with Q. at K. R. fifth square, and on his interposing K. Kt. P. you play Q. to K. R. fourth square, winning a pawn at the least. But if—

10. K. castles. 10. Q. to K. R. fifth sq.

White has a fine game.

THIRD GAME.

Black.

White.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Q. P. two squares. | 4. B. takes P. |
| 5. Q. B. P. one sq. | 5. K. B. to Q. Kt. third square. |

You would have played ill had you moved it to Q. B. fourth square, because he would take your K. B. P. checking, in order to play Q. to her fifth square.

- | | |
|----------------------------|---------------------------|
| 6. K. Kt. to its fifth sq. | 6. K. Kt. to R. third sq. |
| 7. Q. to K. R. fifth sq. | 7. Castles. |
| 8. K. B. P. two sq. | 8. P. takes P. |

9. Q. B. takes P. 9. Q. P. one square.
 10. K. R. to B. sq. 10. Q. to K. second sq.
 and has the best of the game.

The above moves might also occur in the King's Bishop's Game : for example—

1. K. P. two squares. 1. K. P. two squares.
 2. K. B. to Q. B. fourth square. 2. K. B. to Q. B. fourth square.
 3. Q. P. two squares.

You must not take with the pawn, because Black would take K. B. P. checking, in order to check afterwards with Q. at K. R. fifth square ; therefore—

3. B. takes P.
 4. K. Kt. to B. third square. 4. Q. Kt. to B. third square, &c.

From the above it will be seen, that it is bad play to advance Q. P. two squares, *after* the bishops have been played ; it can only be done with propriety in the knight's game, as has been already shown, page 117, *et seq.*

FOURTH GAME

Black.

White.

1. K. P. two squares. 1. K. P. two squares.
 2. K. Kt. to B. third square. 2. Q. Kt. to B. third square.

- | | |
|----------------------------------|-----------------------------------|
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Castles. | 4. Q. P. one square. |
| 5. K. R. to K. square. | 5. K. Kt. to B. third sq. |
| 6. K. Kt. to its fifth sq. | 6. K. B. takes K. B. P. checking. |

If K. take B. you check with K. Kt. and then take Kt. with Q.

- | | |
|---------------------|----------------------------|
| 7. K. to R. square. | 7. K. Kt. to its fifth sq. |
|---------------------|----------------------------|

If he take K. B. P. with K. Kt. you play Q. to K. R. fifth square. If he play K. R. to B. square, you take the Kt. But if—

- | | |
|----------------------------------|------------------------------|
| 8. K. B. takes P. ch. | 8. K. to B. square. |
| 9. Kt. to K. sixth sq. checking. | 9. Q. B. takes Kt. |
| 10. B. takes B. | 10. B. takes R. |
| 11. Q. takes Kt. | 11. K. B. to K. R. fifth sq. |

White has considerably the best of the game. Black ought on the sixth move to have played Q. B. P. one square, instead of K. Kt.

SIXTH GAME.

Black.

White.

- | | |
|---------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |

- | | |
|----------------------------------|----------------------------------|
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Castles. | 4. Q. P. one square. |
| 5. K. R. to K. sq. | 5. K. Kt. to B. third sq. |
| 6. Q. B. P. one square. | 6. Castles. |

FIRST ATTACK.

- | | |
|-----------------------|----------------------------------|
| 7. Q. P. two squares. | 7. K. B. to Q. Kt. third square. |
| 8. P. takes P. | |

In the first place.

- | | |
|-----------------------------------|------------------------|
| | 8. Kt. takes P. |
| 9. Kt. takes Kt. | 9. P. takes Kt. |
| 10. Q. takes Q. | 10. R. takes Q. |
| 11. Q. B. to K. Kt. fifth square. | 11. R. to Q. third sq. |

The game is equal.

In the second place.

8. K. Kt. to its fifth sq.

If he play K. R. to B. square, you should take the pawn with Q. Kt. If he play Q. B. to K. third square, you should exchange bishops, and then take the pawn with Q. Kt. But if—

- | | |
|----------------------------------|-----------------------|
| 9. Q. B. to K. Kt. fifth square. | 9. K. B. takes P. ch. |
|----------------------------------|-----------------------|

- | | |
|----------------------|---|
| 10. K. to B. square. | 10. B. takes R. |
| 11. B. takes Q. | 11. Kt. to K. sixth sq.
checking. |
| 12. K. takes B. | 12. Kt. takes Q. and has
the best of the game. |

SECOND ATTACK.

- | | |
|----------------------|----------------------------|
| 7. Q. P. one square. | 7. K. Kt. to its fifth sq. |
| 8. Q. P. one square. | 8. P. takes P. |
| 9. Q. B. P. takes P. | 9. Q. Kt. takes P. |
| 10. K. Kt. takes Kt. | 10. Q. to K. R. fifth sq. |

In the first place.

- | | |
|-------------------------|--|
| 11. K. R. P. one sq. | 11. Q. takes K. B. P. ch. |
| 12. K. to R. square. | 12. Q. to K. Kt. sixth sq. |
| 13. P. takes Kt. | 13. K. B. takes Kt. |
| 14. Q. takes B. | 14. Q. to K. R. fifth sq.
checking. |
| 15. K. to Kt. square. | 15. Q. takes R. ch. |
| 16. K. to R. second sq. | 16. Q. takes Q. B. and
has much the best of the game. |

In the second place.

11. Q. B. to K. third sq.

If, instead of this move, he were to play K. Kt. to B. third square, he would be checkmated in three moves.

11. Q. takes K. R. P. ch.

12. K. to B. square. 12. Q. to adv. K. R. sq.
checking.
13. K. to his second sq. 13. Q. takes K. Kt. P.
14. K. R. to Kt. sq. 14. Kt. takes B.
15. K. takes Kt. 15. B. takes Kt. ch.
16. K. takes B. 16. Q. takes K. B. P. ch.
17. K. to Q. B. third sq.

White has the best of the game, having gained four pawns for a piece.

SEVENTH GAME.

*Black.**White.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third square. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Castles. | 4. Q. P. one square. |
| 5. K. R. to K. sq. | 5. K. Kt. to B. third sq. |
| 6. Q. B. P. one square. | 6. Castles. |
| 7. Q. P. one square. | 7. K. Kt. to its fifth sq. |
| 8. K. R. to K. B. sq. | 8. K. to R. square. |

The best move is K. R. P. one square. But suppose he plays—

9. K. Kt. to its fifth sq. 9. K. B. P. two sq.

If he check with K. Kt. you should take it with K. R. and afterwards play Q. to K. R. fifth square. But if—

10. K. R. P. one sq. 10. K. B. P. one sq.

FIRST ATTACK.

11. K. R. P. takes Kt. 11. Q. takes Kt.

12. Q. Kt. to Q. second square. 12. Q. B. takes P.

13. Q. Kt. to B. third square. 13. Q. to K. R. fourth square.

14. Q. P. one square. 14. K. R. to B. third sq.

15. K. R. to K. sq. 15. P. takes P. and has decidedly the best of the game.

SECOND ATTACK.

11. K. Kt. checks. 11. K. R. takes Kt.

12. K. B. takes R. 12. Q. to K. R. fifth sq.

In the first place.

13. P. takes Kt. 13. Q. B. takes P.

If he play Q. to Q. Kt. third square, you should first play Q. Kt. to Q. R. fourth square, and then advance K. B. P. If he play Q. to her second square, you should play K. B. P. and on his moving Q. to K. Kt. fifth square, you play Q. to K. Kt. sixth square. Finally, if he play—

14. Q. to Q. B. second square. 14. K. B. P. one sq.

15. K. R. to Q. sq. 15. Checkmates in four moves.

In the second place.

13. Q. P. one square. 13. K. P. takes P.
14. Q. B. takes P. 14. P. takes Q. B. P.

If he take the pawn with Q. Kt. you should take his K. B. P. with K. Kt. But if—

15. K. R. P. takes Kt. 15. Q. B. takes P.

If he play Q. to her third square, you should take Q. Kt. P. If he play Q. to Q. B. second square, or to Q. Kt. third square, you then play Q. Kt. to Q. fifth square.

In the third place.

13. Q. to K. B. third sq. 13. K. Kt. to K. B. third square.

If he play the king, he loses the queen. But if—

14. Q. P. one square. 14. Q. Kt. takes P.
15. P. takes Kt. 15. K. B. takes P.
16. Q. Kt. to Q. B. third 16. K. Kt. P. two sq.
square.
17. Q. Kt. to Q. fifth sq. 17. K. Kt. P. one sq.
18. K. R. P. takes P. (A.) 18. Q. B. takes P.

19. Q. to her third sq. 19. K. B. P. one sq. .

If he play Q. B. to K. third square, you will check-mate him in three moves. If he take the knight, you play Q. to K. Kt. sixth square. Finally, if—

20. P. takes P.	20. Q. to K. Kt. sixth sq. checking.
21. K. to R. sq.	21. Q. B. takes P. checks and wins.

(A.)

18. Q. to her third sq.	18. Kt. takes Kt.
19. K. P. takes Kt.	19. P. takes K. R. P.
20. K. B. to K. sixth sq.	20. B. takes B.
21. P. takes Q. B.	21. P. takes K. Kt. P.
22. K. takes P.	22. R. checks.
23. K. to B. third sq.	23. Q. to K. Kt. fifth sq. checking.
24. K. to his fourth sq.	24. Q. to K. Kt. third sq. checks and wins.

EIGHTH GAME.

Black.

White.

1. K. P. two squares.	1. K. P. two squares.
2. K. Kt. to B. third sq.	2. Q. Kt. to B. third sq.

- | | |
|----------------------------------|----------------------------------|
| 3. K. B. to Q. B. fourth square. | 3. K. B. to Q. B. fourth square. |
| 4. Castles. | 4. Q. P. one square. |
| 5. K. R. to K. square. | 5. K. Kt. to B. third sq. |
| 6. Q. B. P. one square. | 6. Castles. |
| 7. Q. P. one square. | 7. K. Kt. to its fifth sq. |
| 8. Q. P. one square. | 8. P. takes P. |
| 9. Q. B. to K. Kt. fifth square. | 9. K. Kt. takes K. B. P. |

In the first place.

- | | |
|-----------------------------------|-----------------------------------|
| 10. Q. to Q. Kt. third sq. | 10. P. takes P. |
| 11. Q. B. takes Q. (A.) | 11. P. takes Q. Kt. P. |
| 12. Q. takes P. (B.) | 12. Kt. to Q. sixth sq. checking. |
| 13. K. to B. square. | 13. Kt. takes Q. |
| 14. Q. B. to K. R. fourth square. | 14. Kt. takes K. B. and will win. |

(A.)

- | | |
|----------------------|---|
| 11. Q. Kt. takes P. | 11. K. Kt. to K. R. sixth sq. checking. |
| 12. K. to B. square. | 12. K. Kt. takes Q. B. |
| 13. Kt. takes Kt. | 13. Q. takes Kt. |

(B.)

- | | |
|-----------------------------------|-------------------------------------|
| 12. Q. Kt. to Q. B. third square. | 12. K. Kt. to adv. Q. sq. checking. |
|-----------------------------------|-------------------------------------|

- | | |
|----------------------|--|
| 13. K. to B. square. | 13. P. takes Q. R. and
becomes a queen. |
| 14. K. R. takes Kt. | 14. Q. takes K. R. ch. |
| 15. Kt. takes Q. | 15. Q. Kt. takes Q. B. |

White has the best of the game, having two rooks and three pawns for the queen.

In the second place.

- | | |
|---------------------------------|--|
| 10. Q. B. takes Q. | 10. K. Kt. takes Q. |
| 11. K. R. takes Kt. | 11. P. takes P. ch. |
| 12. K. to B. square. | 12. P. takes P. |
| 13. Q. Kt. to Q. second square. | 13. P. takes Q. R. and
becomes a queen. |
| 14. K. R. takes Q. | 14. Q. Kt. takes Q. B.
and wins. |

In the third place.

- | | |
|-----------------------------------|--|
| 10. K. takes Kt. | 10. P. takes P. ch. |
| 11. K. to B. square. | 11. P. takes Q. Kt. P. |
| 12. Q. Kt. to Q. B. third square. | 12. P. takes Q. R. and
becomes a queen. |
| 13. Q. takes Q. | 13. Q. to K. square, and
has considerably the best of the game. |

NINTH GAME.

*Black.**White.*

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. Kt. fifth square. | 3. K. B. to Q. B. fourth square. |

If he were to play Q. B. P. one square, you should play Q. to K. B. third square, and if he then were to take Q. Kt. you retake with Q. But suppose—

- | | |
|------------------------|------------------------|
| 4. K. B. takes Kt. | 4. Q. P. takes B. |
| 5. Q. B. P. one sq. | 5. Q. to her sixth sq. |
| 6. K. Kt. takes P. | 6. Q. takes K. P. ch. |
| 7. Q. to K. second sq. | 7. Q. takes K. Kt. P. |

If he were to play K. Kt. to its sixth square, checking, he would lose a piece by your playing K. Kt. to K. second square. If he play Kt. to Q. third square, you should also interpose K. Kt. and on his removing K. R. you play K. B. to Q. third square, and afterwards castle. If he were to play Q. to K. B. third square, you would gain another pawn by taking K. B. P. with K. B. He therefore plays—

- | | |
|-------------------------------------|-----------------------------------|
| 8. K. Kt. to B. third sq. checking. | 8. K. Kt. to K. second square. |
| 9. K. R. to Kt. sq. | 9. Q. to K. R. sixth sq. |
| 10. R. takes K. Kt. P. | 10. Q. B. to K. Kt. fifth square. |

11. Q. to Q. B. fourth 11. K. B. takes P. ch.
square.
12. K. takes B. 12. Q. takes Kt. ch.
13. K. to Kt. square. 13. Q. B. to K. third
square, and has a fine game.
-

TENTH GAME.

*Black.**White.*

- | | |
|-------------------------------------|-------------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. Kt. to B. third sq. |
| 3. K. B. to Q. B. fourth
square. | 3. K. B. to Q. B. fourth
square. |
| 4. Q. P. one square. | 4. Q. P. one square. |
| 5. K. Kt. to its fifth sq. | 5. K. Kt. to R. third sq. |
| 6. Q. to K. R. fifth sq. | 6. Castles. |
| 7. Castles. | 7. Q. Kt. to Q. fifth sq. |

FIRST DEFENCE.

- | | |
|-------------------------------------|-------------------------------------|
| 8. K. B. to Q. Kt. third
square. | 8. Q. B. to K. Kt. fifth
square. |
|-------------------------------------|-------------------------------------|

In the first place.

- | | |
|-----------------------|------------------|
| 9. Kt. takes K. B. P. | 9. B. takes Q. |
| 10. Kt. takes Q. ch. | 10. Kt. takes B. |

11. Kt. to K. sixth sq. 11. Kt. takes R.
 12. Kt. takes R. 12. R. takes Kt. and has
 a forced won game.

In the second place.

9. K. B. takes K. B. P. 9. K. to R. square.
 checking.
 10. Q. to K. R. fourth square. 10. Kt. to K. seventh sq.
 square. checking.
 11. K. to R. square. 11. Kt. takes Q. B.
 12. R. takes Kt. 12. B. takes K. B. P.

If he play K. Kt. P. one square, you should take
 K. Kt. with the queen; therefore—

13. Q. takes B. 13. Q. takes Kt. and
 wins easily.

SECOND DEFENCE.

8. Q. to her square. 8. Q. B. to K. Kt. fifth
 square.

In the first place.

9. K. Kt. takes K. B. P. 9. K. R. takes Kt.
 10. K. B. takes R. ch. 10. K. to R. square.
 11. K. B. P. one sq. 11. Kt. takes K. B. P. ch.
 12. K. to R. square. 12. Q. Kt. takes K. R. P.
 and wins easily.

In the second place.

9. Q. to her second sq. 9. Q. Kt. to K. seventh
sq. checking.
10. K. to R. square. 10. Q. Kt. to K. B. fifth
square.
11. K. Kt. to B. third 11. B. takes Kt.
square.
12. P. takes B. 12. Q. to K. R. fifth sq.

If he play Q. to her square, you may either play Kt. to K. R. sixth square, or take K. B. P. with K. B. But if—

13. Q. to K. square. 13. Q. to K. R. sixth sq.
14. B. takes Kt. 14. Q. takes P. ch.
15. K. to Kt. square. 15. P. takes B.

If he play Q. to her square, he loses her. If—

16. Q. Kt. to Q. second 16. Q. to K. Kt. fifth sq.
square. checking.
17. K. to R. square. 17. P. to K. B. sixth sq.
18. R. to K. Kt. sq. 18. Q. to K. R. fourth
square.

Black must lose, for if he play Q. to her square, you play K. Kt. to its fifth square. If he play K. R. to K. B. square, you play Q. to K. R. sixth square, and afterwards K. Kt. to its fifth square. If he play—

19. Q. to K. B. sq. 19. K. Kt. to its fifth sq.

20. K. R. P. one sq. 20. Kt. takes K. B. P.
checking.
21. K. to R. second sq. 21. Q. P. one square.
22. B. takes P. 22. K. B. checks.
23. R. to Kt. third sq. 23. Kt. to K. Kt. fourth
sq. checking.
24. K. to Kt. sq. 24. B. takes R. and wins
easily.

The error of the Black in this game is on the seventh move; instead of castling he ought to play Q. B. P. one square.

THIRD OPENING,
OR THE
QUEEN'S BISHOP'S PAWN'S GAME.

QUEEN'S BISHOP'S PAWN'S GAME.

White.

Black.

- | | |
|-------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. Q. B. P. one square. | 2. K. Kt. to B. third sq. |
| 3. Q. P. two squares. | |

If he take Q. P. you should advance K. P. and then take P. with Q. B. P. But if—

- | | |
|----------------------------|----------------------------------|
| | 3. K. Kt. takes P. |
| 4. Q. P. takes P. | 4. K. B. to Q. B. fourth square. |
| 5. Q. to K. Kt. fourth sq. | |

FIRST DEFENCE.

- | | |
|-------------------------|-----------------------|
| | 5. K. B. takes P. ch. |
| 6. K. to his second sq. | |

In the first place.

- | | |
|---------------------------|--------------------------|
| | 6. Q. to K. R. fifth sq. |
| 7. Q. takes K. Kt. P. | 7. R. to K. B. square. |
| 8. K. Kt. to B. third sq. | |

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If he play Q. to K. second square, you win the exchange by playing Q. B. to K. R. sixth square ; therefore—

- | | |
|---------------------------------|----------------------------------|
| | 8. Q. to K. R. fourth sq. |
| 9. Q. B. to K. R. sixth square. | 9. K. B. to Q. B. fourth square. |
| 10. K. Kt. P. two sq. | |

Black cannot check with K. Kt. without losing it ; therefore—

- | | |
|--|----------------------------|
| | 10. Q. to K. Kt. third sq. |
| 11. Q. takes Q. | 11. P. takes Q. |
| 12. B. takes R. and has considerably the best of the game. | |

In the second place.

- | | |
|--|--------------------------------|
| | 6. K. B. takes Kt. |
| 7. K. R. takes B. | 7. Q. P. two squares. |
| 8. Q. takes K. Kt. P. | 8. R. to B. square. |
| 9. Q. B. to K. R. sixth square. | 9. Q. Kt. to Q. second square. |
| 10. K. Kt. P. one sq. | 10. Q. to K. second sq. |
| 11. K. B. to R. third sq. | 11. K. Kt. to Q. B. fourth sq. |
| 12. K. B. takes Kt. ch. | 12. Kt. takes B. |
| 13. K. R. to K. square, and you have a very advantageous position. | |

In the third place.

- | | |
|--|----------------------------------|
| | 6. Q. P. two squares. |
| 7. Q. takes K. Kt. P. | 7. K. R. to B. square. |
| 8. Q. B. to K. R. sixth square. | 8. K. B. to Q. B. fourth square. |
| 9. K. Kt. to B. third sq. | 9. K. Kt. to K. B. seventh sq. |
| 10. Q. Kt. P. two sq. | 10. Kt. takes R. |
| 11. P. takes B. | 11. Q. Kt. to Q. second square. |
| 12. K. Kt. to its fifth square, and has a fine game. | |

SECOND DEFENCE.

- | | |
|------------------------------|--------------------------|
| | 5. K. Kt. takes K. B. P. |
| 6. Q. takes K. Kt. P. | 6. R. to K. B. square. |
| 7. Q. B. to K. Kt. fifth sq. | |

In the first place.

- | | |
|----------------------------------|-------------------------------|
| | 7. K. B. to K. second square. |
| 8. B. takes B. | 8. Q. takes B. |
| 9. K. takes Kt. winning a piece. | |

In the second place.

- | | |
|----------------|---------------------|
| | 7. K. B. P. one sq. |
| 8. P. takes P. | |

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If he play K. R. to B. second square, you should check at adv. K. Kt. square, and on his interposing K. B. you take his Kt. If he play—

8. Kt. takes K. R.

9. K. B. to K. second square, and has a forced won game.

THIRD DEFENCE.

5. Q. P. two squares.

6. Q. takes K. Kt. P. 6. R. to B. square.

7. Q. B. to K. third sq.

If he play Q. to K. second square, you play Q. Kt. to Q. second square. But if—

7. Q. P. one square.

8. P. takes P.

8. B. takes P.

9. Q. Kt. to Q. second sq.

If he take the bishop, you win the game by taking the knight ; therefore—

In the first place.

9. K. B. takes Q. Kt. P.

10. Kt. takes Kt.

10. K. B. takes R.

11. Kt. to K. B. sixth sq. checking.

11. K. to his second sq.

12. Q. B. checks.

12. K. to his third sq.

13. Checkmates in five moves.

In the second place.

9. Kt. takes Kt.
 10. R. to Q. square. 10. B. takes Q. Kt. P.
 11. Q. B. takes Kt.

If he play Q. to her fourth square, you should take K. R. and then check at K. R. sixth square with Q. B. If he play K. B. to Q. fifth square, you play Q. B. to Q. Kt. fourth square, and if he take K. B. P. checking, you take his bishop, for should he take your rook, he will be checkmated in three moves ; but if, instead of taking your K. B. P. checking, he were to play Q. B. P. two squares, you should check with K. B. and afterwards play K. Kt. to B. third square, in order to castle. Suppose, however, that he plays—

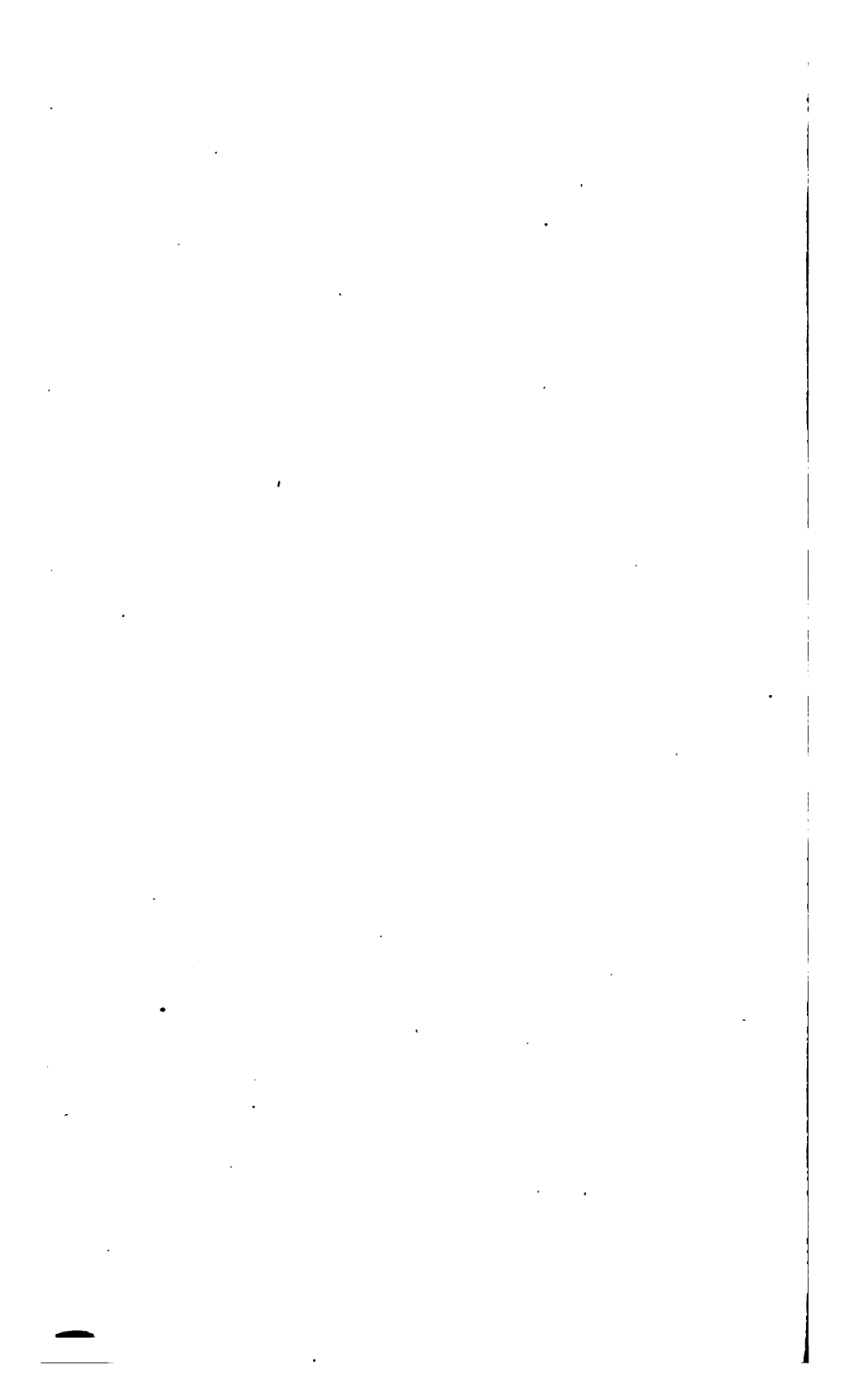
11. Q. to K. second sq.
 12. K. Kt. to B. third square. 12. Q. B. to K. B. fourth square.
 13. Q. to K. Kt. fifth square.

If he play Q. to K. third square, you will have a fine game by playing Q. B. to Q. Kt. fourth square ; but if he exchange queens, your position will still be much superior to his. If, instead of the above defence, Black had played for his fifth move K. B. P. two

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squares, you would still have taken his K. Kt. P. and if he then take your K. B. P. checking, you play K. to Q. square, and afterwards opportunely K. B. to K. second square, having in every case a fine game.

FOURTH OPENING
OR THE
KING'S GAMBIT.



KING'S GAMBIT.

FIRST GAME.

White.

Black.

- | | |
|----------------------------------|--|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. Q. checks. |
| 3. K. Kt. P. one sq. | 3. Q. to K. second sq. |
| 4. P. takes P. | 4. Q. takes P. |
| 5. K. B. to K. Kt.
second sq. | 5. K. Kt. to B. third sq. |
| 6. Q. P. two squares. | 6. Q. to Q. R. fourth sq.
checking. |
| 7. Q. B. P. one sq. | |

Instead of this move, PONZIANI directs the White to play as at (A.)

7. Q. P. one square.
8. Q. Kt. to Q. R. third sq.

If he advance Q. P. another square, you should move **K. P.** on the knight ; and if he then take Q. Kt. with **K. B.** you should take his K. Kt.

8. Q. B. to K. third sq.
 9. K. P. one square. 9. K. Kt. to Q. fourth square.
 10. Q. B. to Q. second square, having a fine game.

(A.)

7. Q. B. to Q. second square. 7. Q. to Q. Kt. third sq.
 8. K. P. one square. 8. Q. takes Q. Kt. P.
 9. Q. B. to its third sq.

PONZIANI says you will win K. Kt. he appears to have overlooked the next move of the Black. For example :—

9. K. B. to Q. Kt. fifth square.

If you take K. Kt. he will take Q. B. giving check ; and if you take K. B. with Q. Kt. he will retake checking, and afterwards take P. with K. Kt. P. but if, instead of taking his K. B. with Q. Kt. you were to play K. to B. square, he would take Q. P. with K. B. in order if you check with the queen to interpose at K. fourth square ; therefore—

10. Q. B. takes B. 10. Q. takes B. ch.
 11. Q. B. P. one square.

If he play Q. to Q. Kt. seventh square, you may take his K. Kt. ; therefore—

11. Q. to K. second sq.

12. Q. to K. second sq. 12. K. Kt. to its square.

White's game is not now so good as before.

SECOND GAME.

White.

Black.

- | | |
|-------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. R. P. two sq. | 3. K. B. to K. second sq. |
| 4. Q. to K. Kt. fourth square | 4. K. Kt. to B. third sq. |

In the first place.

- | | |
|--------------------------|----------------------------------|
| 5. Q. takes K. Kt. P. | 5. K. R. to Kt. square. |
| 6. Q. to K. R. sixth sq. | 6. K. B. to Q. third sq. |
| 7. K. R. P. one square. | 7. K. R. to K. Kt. fifth square. |
| 8. K. P. one square. | 8. K. B. takes P. |

If you play Q. P. one square, he will play K. B. to Q. third square, and afterwards to its own square, winning the queen. If you play K. B. to K. second square, he may play P. to K. B. sixth square, having in every case a very attacking game.

In the second place.

- | | |
|-------------------------------|---|
| 5. Q. takes Gambit P. | 5. Castles. |
| 6. Q. P. one square. | 6. Q. P. two squares. |
| 7. K. P. one square. | 7. K. Kt. to R. fourth square. |
| 8. Q. to K. B. second square. | 8. K. B. P. one square, and has the best of the game. |

THIRD GAME.

White.

Black.

- | | |
|-------------------------|------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K.Kt.toB.third sq. | 3. K. Kt. P. two sq. |
| 4. K.R.P.two squares. | 4. K.Kt.P. one square. |
| 5. K.Kt.to K. fifth sq. | 5. K.B.to K.second sq. |

FIRST ATTACK.

- | | |
|--------------------------------|--------------------------------|
| 6. K.Kt.takesK.Kt.P. | 6. K. B. takes P. ch. |
| 7. K. Kt. to B. second square. | 7. Q. P. one square. |
| 8. Q. P. two squares. | 8. Q. to K. Kt. fourth square. |

Black has the best of the game.

SECOND ATTACK.

6. Q. takes K. Kt. P. 6. Q. P. one square.
 7. Q. to K. Kt. seventh square. 7. P. takes Kt.
 8. Q. takes R. 8. K. B. takes P. ch.
 9. K. to Q. square. 9. Q. B. checks.
 10. K. B. interposes. 10. B. takes B. ch.
 11. K. takes B. 11. Q. to K. Kt. fourth square.

In the first place.

12. K. R. to K. Kt. sq. 12. Q. Kt. to B. third sq.
 13. Q. takes K. R. P. 13. Q. Kt. checks.
 14. K. to Q. third sq. 14. Checkmates in six moves.

In the second place.

12. K. R. takes B. 12. Q. takes K. Kt. P. checking.

If you play K. to his square, he will play Q. Kt. to B. third square, and afterwards advance the Gambit pawn. But if—

13. K. to Q. third sq. 13. Q. Kt. to B. third sq.

If you play Q. Kt. to Q. B. third square, you will lose the queen or be checkmated in nine moves. And if—

14. Q. takes K. R. P. 14. Castles, checking.

15. K. to Q. B. third sq. 15. Q. to adv. K. Kt. sq.
 16. Q. P. one square. 16. Q. takes Q. B.
 17. K. R. to its square. 17. Checkmates in six
 moves.
-

FOURTH GAME.

*White.**Black.*

- | | |
|----------------------------------|----------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. R. P. two sq. | 4. K. Kt. P. one square. |
| 5. K. Kt. to K. fifth sq. | 5. Q. to K. second sq. |
| 6. K. Kt. takes P. | 6. K. B. P. two squares. |
| 7. K. Kt. to B. second square. | 7. P. takes P. |
| 8. Q. checks. | 8. K. to Q. square. |
| 9. Q. to K. B. fourth sq. | 9. K. P. one square. |
| 10. K. Kt. to its fourth square. | 10. P. takes P. ch. |
| 11. K. takes P. | 11. Q. P. one square. |
| 12. Q. takes P. | 12. K. R. P. two squares. |
| 13. Kt. to K. third sq. | 13. K. B. to R. third sq. |
| 14. Q. to K. B. second square. | 14. K. Kt. to B. third sq. |

If you play K. B. to Q. third square, he ought to play K. R. to K. square, and afterwards K. Kt. to its fifth square. But if—

- | | |
|--------------------------------|-------------------------------------|
| 15. K. to Q. square. | 15. K. Kt. to its fifth sq. |
| 16. Kt. takes Kt. | 16. Q. B. takes Kt. ch. |
| 17. K. B. to K. second square. | 17. K. B. takes B. |
| 18. K. B. takes Q. B. | 18. K. B. takes Q. Kt. P. and wins. |
-

FIFTH GAME.

White.

Black.

- | | |
|--------------------------------|----------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. R. P. two sq. | 4. K. Kt. P. one square. |
| 5. K. Kt. to K. fifth sq. | 5. Q. to K. second sq. |
| 6. Q. P. two squares. | 6. Q. P. one square. |
| 7. K. Kt. takes K. Kt. P. | 7. K. B. P. two squares. |
| 8. K. Kt. to B. second square. | 8. P. takes P. |
| 9. Q. checks. | 9. K. to Q. square. |
| 10. Q. B. takes P. | 10. K. Kt. to B. third sq. |
| 11. Q. to K. second sq. | 11. K. R. P. two squares. |
| 12. Q. B. P. two sq. | 12. Q. B. P. one square. |

- | | |
|--------------------------------|-----------------------------------|
| 13. Q. P. one square. | 13. K. B. to R. third sq. |
| 14. Q. B. takes B. | 14. K. R. takes B. |
| 15. Q. Kt. to B. third square. | 15. Q. B. to K. B. fourth square. |
| 16. K. Kt. P. one sq. | 16. K. R. to K. Kt. third square. |
| 17. K. R. to K. Kt. sq. | 17. Q. Kt. to Q. second square. |

The position is in favour of the Black.

SIXTH GAME.

White.

Black.

- | | |
|----------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. Q. P. one square. |
| 5. K. R. P. two sq. | 5. K. Kt. P. one sq. |
| 6. K. Kt. to its fifth sq. | 6. K. Kt. to R. third sq. |
| 7. Q. P. two squares. | |

If he play Q. to K. B. third square, you should castle.
But if—

7. K. B. P. one sq.

In the First Series, page 202, it is stated that you might now, instead of playing K. Kt. to K. sixth square,

take the Gambit pawn with Q. B. leaving your K. Kt. *en prise* ; the following moves will prove that the sacrifice of the knight gives a very powerful attack.

8. Q. B. takes P. 8. P. takes Kt.

FIRST ATTACK.

9. Q. B. takes P.

The best move for the Black is to play K. B. to K. second square, and if you take K. Kt. he should take K. R. P. checking, &c. your game would, however, even then be slightly superior to his. But suppose he plays—

	9. Q. to her second sq.
10. Castles.	10. Q. B. P. one sq.
11. Q. to her second sq.	11. Q. P. one square.
12. P. takes P.	12. P. takes P.
13. Q. Kt. to B. third sq.	

If he take the bishop, you should check with Q. R. winning the game. If he were to play Q. to her third square, you check with K. B. and then play K. R. to K. B. sixth square ; therefore—

	13. Q. Kt. to B. third sq.
14. Q. R. checks.	14. Q. Kt. to K. second square.
15. Q. Kt. takes P.	15. K. Kt. to its sq.
16. Q. B. takes Kt.	16. K. B. takes B.
17. Q. R. takes B. ch.	17. Kt. takes R.
18. Q. Kt. to K. B. sixth sq.	checks and wins.

SECOND ATTACK.

9. P. takes P.

FIRST DEFENCE.

9. K. Kt. to its sq.

If you advance P. to K. Kt. sixth square, which seems a good move, he will play K. B. to Kt. second square ; therefore it is better to play—

10. Q. to her third sq. 10. K. B. to K. Kt.
second sq.

11. Q. to Q. Kt. third 11. K. Kt. to K. second
square. square.

12. K. B. checks.

If he move K. to B. square, you will castle, having a winning game ; therefore—

12. K. to Q. second sq.

13. K. P. one sq.

In the first place.

13. Q. P. one square.

14. Q. to Q. Kt. fifth 14. K. Kt. to B. third sq.
sq. checking.

15. P. checks. 15. K. to his second sq.

16. Q. to Q. B. fifth sq. checks and wins.

In the second place.

13. Q. to B. square.
 14. Q. Kt. to B. third square, having a fine attacking position.

SECOND DEFENCE.

9. K. Kt. to B. second square.
 10. P. to K. Kt. sixth square. 10. K. Kt. to its fourth square.
 11. K. R. to its fifth sq.

If he play K. B. to K. second square, you should advance the pawn to K. Kt. seventh square. But if—

In the first place.

11. K. Kt. takes K. P.
 12. K. B. to its seventh sq. checking.

If he play K. to his second square, you should play Q. to K. second square, having a very fine attack; therefore—

12. K. to Q. second sq.
 13. Q. takes P. ch. 13. K. to Q. B. third sq.
 14. Q. to K. B. third sq. having a won game.

In the second place.

11. K. Kt. to K. third sq.
 12. K. B. takes Kt. 12. Q. B. takes B.

13. Q. B. to K. Kt. fifth square. 13. Q. to her second sq. (A.) (B.)
 14. Q. P. one square. 14. Q. B. to K. Kt. sq.
 15. Q. to her fourth sq. 15. K. B. to K. Kt. second sq.
 16. Q. B. to K. B. sixth sq. and wins.

(A.)

13. Q. to Q. B. sq.
 14. Q. P. one square. 14. K. B. to Kt. second square.
 15. P. takes B. 15. K. B. takes Q. Kt. P.
 16. K. R. takes P. 16. K. B. takes Q. R.
 17. K. R. to K. seventh sq. checking. 17. K. to B. square.
 18. Q. takes P. and wins.

You might also, on the fourteenth move, have played K. B. to its sixth square.

(B.)

13. K. B. to K. second square.
 14. R. takes K. R. P. 14. R. takes R.
 15. P. takes R. 15. K. to B. second sq.
 16. B. takes B. 16. K. takes B.
 17. Q. P. one square.

If he play Q. B. to Q. second square, you will win by playing Q. to her fourth square ; therefore—

17. Q.B. to K. B. second square.

18. Q. takes P.

18. Q. to K. R. sq.

It is now perhaps doubtful which has the best of the game ; it may be pursued as follows :—

19. Q. to K. R. fourth sq. checking. 19. K. to his sq. (C.)

20. Kt. to Q. B. third square. 20. Kt. to Q. second sq.

21. Kt. to Q. Kt. fifth square. 21. Q. R. to Q. B. sq.

22. Kt. takes Q. R. P. 22. Q. R. to its square.

23. Kt. to Q. Kt. fifth square. 23. Q. R. to Q. B. sq.

24. Castles.

(C.)

19. K. to Q. second sq.

20. Kt. to Q. second square. 20. Kt. to K. R. third square.

21. Castles. 21. R. to K. square.

22. R. to K. B. sq. and has a good game.

SEVENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. Q. to K. second sq. |
| 5. Q. P. two squares. | |

FIRST DEFENCE.

- | | |
|------------------------|--------------------|
| | 5. Q. takes P. ch. |
| 6. K. to B. second sq. | |

If he play Q. to K. Kt. third square, you should play K. Kt. to K. fifth square. If he play K. B. to K. second square, you should take K. Kt. P. If—

- | | |
|--|-------------------------------|
| | 6. Q. to K. B. fourth sq. |
| 7. K. R. checks. | 7. K. B. to K. second square. |
| 8. K. R. to K. fifth sq. | 8. Q. removes. |
| 9. K. Kt. takes K. Kt. P. and has an excellent game. | |

SECOND DEFENCE.

- | | |
|----------------------------------|-------------------------------|
| | 5. K. B. to K. Kt. second sq. |
| 6. Q. Kt. to Q. B. third square. | 6. K. Kt. P. one sq. |

7. Castles. 7. P. takes K. Kt.
 8. Q. Kt. to Q. fifth sq. 8. P. takes K. Kt. P.
 9. K. R. to K. B. second 9. Q. to her square.
 square.
 10. Q. B. takes P. 10. Q. P. one square.
 11. Q. to K. R. fifth sq.

In the first place.

11. K. B. takes Q. P.
 12. Q. B. to K. third sq. 12. Must lose a piece.

In the second place.

11. Q. B. P. one sq.
 12. Q. B. to K. Kt. fifth 12. Q. to her second sq.
 square.
 13. K. R. takes K. B. P. having a forced won
 game.

In the third place.

11. Q. B. to K. third sq.
 12. Q. B. to K. Kt. fifth 12. Q. to her second sq.
 square.
 13. Kt. takes Q. B. P. 13. Q. takes Kt.
 checking.
 14. K. B. takes B. 14. K. B. takes P.
 15. K. B. takes K. B. P. 15. K. to Q. second sq.
 checking. (A.)

16. Q. to K. R. third sq. checking.
 16. K. to Q. B. third sq.
 17. K. B. to Q. fifth sq. checking.
 17. K. removes.
 18. Q. to Q. R. third sq. or to Q. Kt. third sq.
 checks, and wins the queen in a few moves.

(A.)

15. K. to B. square.
 16. K. B. to Q. Kt. third sq. checking.
 16. K. B. takes R. ch.
 17. K. takes B.

You afterwards take K. Kt. P. and then play rook to K. B. square, having a forced won game.

The error of the Black in this game consists in playing on the fourth move Q. to K. second square, instead of K. Kt. P. one square, or K. B. to Kt. second square.

EIGHTH GAME. \

*White.**Black.*

- | | |
|------------------------------|-----------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. R. P. one sq. |
- square.

5. K. Kt. to K. fifth sq. 5. K. R. to its second square.

6. Q. P. two squares.

If he play K. B. to K. second square, you should play Q. to K. R. fifth square. If he play Q. to K. second square, you play Q. to her third square. But if—

6. Q. P. one square.

7. K. Kt. takes K. B. P. 7. R. takes Kt.

8. K. B. takes R. ch. 8. K. takes B.

9. K. R. P. two sq.

FIRST DEFENCE.

9. K. B. to K. second square.

10. P. takes P.

If he take the pawn with K. B. you may take the Gambit pawn with Q. B. and if he take Q. B. you recover the piece with a better game, by playing Q. to K. B. third square, and K. R. to B. square; therefore—

10. P. takes P.

11. Q. checks.

If he play K. to B. square, or to B. third square, you should play K. Kt. P. one square, in order to check with R. at K. B. square. If he play K. to his third square, you should check with Q. at K. Kt. sixth square, and on his playing K. to Q. second square, you play R. to adv. K. R. square. But if he play—

11. K. to Kt. second sq.

12. K. Kt. P. one sq. 12. P. takes P.

13. Q. to K. R. seventh sq. checking.

If he play K. to B. third square, he will be check-mated in four moves ; therefore—

13. K. to B. square.

14. Castles, checking.

In the first place.

14. K. Kt. to B. third sq.

15. Q. B. takes P. 15. Q. B. to K. third sq.

16. Q. to adv. K. R. sq. 16. Q. B. to K. Kt. sq.
checking. or K. to B. second
square.

17. Q. B. takes Kt. and wins easily.

In the second place.

14. K. B. to its third sq.

15. Q. B. takes P. 15. Q. to K. second sq.

16. Q. to K. R. fourth 16. K. to B. second sq.
square.

17. Q. Kt. to B. third 17. Q. B. P. one sq.
square.

18. K. P. one square. 18. P. takes P.

19. Q. Kt. to K. fourth 19. Q. Kt. to Q. second
square. square.

20. Q. B. takes B. 20. Q. Kt. takes B.

21. R. takes Kt. ch. 21. Kt. takes R.

22. Q. R. to K. B. sq. and wins.

If Black on the sixteenth move had played K. to Kt. second square, instead of K. to B. second square, you might have taken his bishop with yours, then have checked at K. Kt. fourth square, and afterwards have played Q. Kt. to B. third square, having in every respect the best of the game.

SECOND DEFENCE.

- | | |
|--|-----------------------------------|
| | 9. K. Kt. to B. third sq. |
| 10. P. takes P. | 10. P. takes P. |
| 11. K. Kt. P. one sq. | 11. Q. B. to K. Kt. fifth square. |
| 12. Q. to her third sq. | 12. P. takes P. |
| 13. Q. takes P. | 13. Q. to K. square. |
| 14. Castles, or plays Q. Kt. to B. third square, | having a fine attack. |

THIRD DEFENCE.

- | | |
|----------------------------|---------------------------------|
| | 9. Q. to K. B. third sq. |
| 10. Q. Kt. to B. third sq. | 10. Q. B. P. one sq. |
| 11. K. R. to B. square. | 11. K. Kt. to K. second square. |
| 12. K. Kt. P. one sq. | |

If he play K. Kt. to its third square, you play K. R. P. one square, and then take the pawn with Q. B. And if—

- | |
|----------------------------------|
| 12. Q. B. to K. R. sixth square. |
|----------------------------------|

13. R. to K. B. second sq. 13. K. to his square.
 14. K. R. P. takes P. 14. K. R. P. takes P.
 15. Q. checks and wins Q. B.
-

NINTH GAME.

*White.**Black.*

- | | |
|----------------------------------|-----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. B. to K. Kt. second square. |
| 5. K. R. P. two sq. | 5. K. R. P. one square. |
| 6. Q. P. two squares. | |

If he play K. B. P. one square, you play K. Kt. to K. fifth square. But if—

6. Q. B. P. one square.
 7. Q. to her third sq.

FIRST DEFENCE.

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|---|---------------------------|
| | 7. Q. P. two squares. |
| 8. K. P. takes P. | 8. P. takes P. |
| 9. K. B. checks. | 9. Q. Kt. to B. third sq. |
| 10. K. R. P. takes P. | 10. P. takes P. |
| 11. R. takes R. | 11. B. takes R. |
| 12. Q. to K. R. seventh sq. and wins a piece. | |

Black ought to play Q. P. one square on the sixth move, rather than Q. B. P. one square.

SECOND DEFENCE.

7. K. Kt. to K. second square.
 8. K. P. one square. 8. K. Kt. to its third sq.
 9. K. B. takes K. B. P. 9. K. takes B. checking.
 10. Q. to K. B. fifth sq. 10. K. to Kt. square. checking.
 11. Q. takes Kt. and has a fine game.
-

TENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|-------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. B. to K. Kt. second sq. |
| 5. Castles. | 5. Q. P. one square. |
| 6. Q. B. P. one square. | 6. Q. B. P. one square. |
| 7. Q. P. two squares. | |

FIRST DEFENCE.

7. K. R. P. one square.
 8. K. Kt. P. one sq. 8. P. takes P.

Black plays ill in taking this pawn, he ought to have played K. Kt. P. one square.

9. K. B. takes P. ch. 9. K. takes B.
10. Kt. to K. fifth sq. checking.

In the first place.

10. K. to his third sq.
11. Q. to K. Kt. fourth sq. checking, 11. K. to his second sq.
12. R. checks. 12. K. to his sq.
13. Q. to K. R. fifth sq. 13. P. takes P. ch.
14. K. to R. square.

If he take the knight or play K. Kt. to B. third square, he will be checkmated in two moves. If he play Q. B. to K. third square, the checkmate will be given in four moves ; if he play any other move, the game is easily won.

In the second place.

10. K. to his second sq.
11. K. R. checks. 11. K. to his square.
12. Q. to K. R. fifth square, as before.

SECOND DEFENCE.

7. Q. P. one square.
8. P. takes P. 8. P. takes P.
9. K. B. checks.

If he interpose Q. B. you should check with queen at K. second square, compelling him to move the king ; for if he interpose any piece, he will lose K. Kt. P. ; therefore—

- | | |
|--|--------------------------------|
| | 9. Q. Kt. to B. third sq. |
| 10. Q. to Q. R. fourth square. | 10. Q. B. to Q. second square. |
| 11. R. checks. | 11. K. to B. square. |
| 12. B. takes Kt. | 12. Q. B. takes B. |
| 13. Q. to Q. Kt. fourth sq. checking. | 13. Kt. to K. second sq. |
| 14. Kt. takes P. and has the best of the game. | |

The error of the Black in this defence is in playing Q. P. one square on the seventh move, instead of which he should have moved K. R. P. one square.

ELEVENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|--------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. B. to Kt. second square. |
| 5. K. R. P. two sq. | 5. K. R. P. one sq. |
| 6. Q. P. two squares. | 6. Q. P. one square. |
| 7. Q. B. P. one square. | 7. Q. B. P. one square. |

- | | |
|---------------------------------|---------------------------------|
| 8. P. takes P. | 8. P. takes P. |
| 9. R. takes R. | 9. B. takes R. |
| 10. K. Kt. to R. second square. | 10. Q. to K. second sq. |
| 11. Q. to K. R. fifth sq. | 11. K. B. to Kt. second square. |
| 12. K. to B. square. | 12. Q. Kt. to Q. second square. |
| 13. K. Kt. to B. third sq. | 13. K. B. to R. third sq. |
| 14. K. P. one square. | 14. Q. P. one square. |
| 15. K. B. to Q. third sq. | 15. Q. Kt. to K. B. sq. |
| 16. K. Kt. P. one square. | |

If he play K. Kt. P. one square, you should play K. Kt. to R. fourth square, secure of winning the Gambit pawn.

- | | |
|------------------------------------|-----------------------------------|
| | 16. Q. Kt. to K. third sq. |
| 17. P. takes P. | 17. P. takes P. |
| 18. K. B. to K. R. seventh square. | 18. Q. Kt. to K. Kt. second sq. |
| 19. Q. to K. R. second square. | 19. Q. B. to K. B. fourth square. |
| 20. K. B. takes Kt. | 20. Q. to K. third sq. |
| 21. Q. B. takes P. | 21. B. takes B. |
| 22. Q. takes B. | 22. Castles. |
| 23. K. B. takes P. | 23. Q. takes B. |
| 24. K. to his square. | |

White has the best of the game, having a pawn more. I rather doubt the correctness of the Black's tenth

move, (Q. to K. second square) perhaps K. Kt. to B. third square is preferable; it is, however, given in several works as the best move, but it appears to me that your twelfth move (K. to B. square) gives you the best of the game.

TWELFTH GAME.

*White.**Black.*

- | | |
|-----------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. Kt. P. one sq. |
| 5. K. Kt. to K. fifth sq. | 5. Q. checks. |
| 6. K. to B. square. | 6. K. Kt. to R. third sq. |
| 7. Q. P. two squares. | 7. Q. P. one square. |
| 8. K. Kt. to Q. third square. | 8. Gambit P. one sq. |
| 9. K. Kt. P. one sq. | 9. Q. to K. second sq. |
| 10. Q. Kt. to Q. B. third square. | 10. Q. B. P. one sq. |
| 11. K. R. P. one sq. | |

FIRST DEFENCE.

- | | |
|---------------------|----------------------|
| | 11. K. B. P. two sq. |
| 12. Q. B. takes Kt. | 12. B. takes B. |

13. K. P. takes P. 13. Q. B. takes P.
 14. K. R. P. takes P. 14. Q. B. takes Kt. ch.
 15. Q. takes B. having an irresistible attack.

SECOND DEFENCE.

11. K. Kt. P. takes P.
 12. Q. B. takes Kt. 12. K. B. takes B.
 13. Q. takes P. 13. K. R. to Kt. square.
 14. K. Kt. to B. second square. 14. K. R. to Kt. third sq.
 15. Q. Kt. to K. second square.

You will afterwards take P. at K. R. third square, having rather the best of the game.

THIRTEENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. Kt. P. one sq. |
| 5. K. Kt. to K. fifth sq. | 5. Q. checks. |
| 6. K. to B. square. | 6. K. Kt. to R. third sq. |
| 7. Q. P. two squares. | 7. P. to K. B. sixth sq. |

8. K. Kt. P. one square. 8. Q. checks.
 9. K. to B. second sq. 9. Q. to K. Kt. seventh
 sq. checking.
 10. K. to his third sq.

FIRST DEFENCE.

10. Q. P. one square.
 11. K. B. to its square. 11. Kt. to K. B. fourth
 square, checking, as the best move.
 12. P. takes Kt. 12. K. B. checks.
 13. K. to his fourth sq. 13. Q. P. checks.
 14. K. takes P. 14. Q. B. P. checks.
 15. K. to his fourth sq. 15. Q. takes K. R.
 16. Q. B. takes B. 16. Q. takes K. R. P.
 17. Kt. takes K. Kt. P. 17. Q. takes K. Kt. P.
 18. Q. takes P. 18. Q. takes Q.
 19. K. takes Q. 19. Q. B. takes P.
 20. Q. B. P. one sq.

You have rather the best of the game, having two pieces for a rook and pawn.

SECOND DEFENCE.

10. K. B. P. one sq.
 11. K. Kt. to Q. third sq. 11. K. Kt. to K. B.
 second sq.
 12. K. Kt. to B. fourth 12. K. B. to R. third sq.
 square.

13. K. to Q. third sq. 13. K. B. takes Kt.

14. Q. B. takes B.

If he play Q. P. one square, you should play Q. Kt. to B. third square ; and if he then play Q. B. P. one square, you first take K. Kt. and afterwards Q. P. ; therefore—

14. Q. B. P. one sq.

15. K. R. P. two sq. 15. K. B. P. one sq.

If, instead of this move he had played Q. P. two squares, you would have taken it with K. P. if he then check with Q. B. you play K. to B. third square, and should he take Q. B. P. with Q. B. you play Q. to K. square, giving check.

16. K. B. takes Kt. ch. 16. K. takes B.

17. Q. Kt. to Q. second square. 17. P. takes P. ch.

18. Q. Kt. takes P. 18. Q. P. two squares.

19. Kt. to Q. sixth sq. 19. K. to his second sq. checking.

20. Q. to K. square, ch. 20. K. to Q. second sq.

21. Kt. takes B. 21. R. takes Kt.

22. Q. to K. fifth sq. having a good game.

FOURTEENTH GAME.

White.

Black.

1. K. P. two squares. 1. K. P. two squares.

2. K. B. P. two sq. 2. P. takes P.

3. K. Kt. to B. third sq. 3. K. Kt. P. two sq.
 4. K. B. to Q. B. fourth square. 4. K. Kt. P. one sq.
 5. K. Kt. to K. fifth sq. 5. K. Kt. to R. third sq.

FIRST ATTACK.

6. Q. P. two squares. 6. Q. P. one square.
 7. K. Kt. to Q. third sq. 7. Gambit P. one sq.
 8. K. Kt. P. one sq.

If he play K. B. P. two squares, you should take K. Kt. then K. B. P. and afterwards play K. R. P. one square. But if—

8. K. Kt. to its square.
 9. K. R. P. one sq. 9. K. R. P. two squares.
 10. P. takes P. 10. Q. B. takes P.
 11. K. to B. second sq. 11. K. R. P. one square.
 12. Q. B. to K. B. fourth square. 12. K. B. to K. second sq.
 13. Q. Kt. to Q. second square. 13. P. takes P. ch.
 14. K. takes P. and will ultimately win the Gambit pawn.

SECOND ATTACK.

6. K. Kt. takes K. Kt. P.

This is not a good move, it is better to play Q. P. two squares.

6. Q. checks.

7. K. Kt. to B. second square. 7. Q. P. two squares.

If you take the pawn with the bishop, you lose the queen. If you play K. B. to Q. third square, he plays K. B. to Q. B. fourth square, and afterwards K. Kt. to its fifth square. If you play K. B. to K. second square, he will take K. P. Finally—

8. K. P. takes P.

8. Gambit P. one sq.

9. K. B. checks.

9. Q. B. P. one square.

10. P. takes P.

10. Q. to K. second sq. checking.

11. K. to B. square.

11. P. takes P. checking.

12. K. takes P.

12. Q. to K. Kt. fourth sq. checking.

13. K. to B. square.

13. Q. takes B. checks, and wins.

FIFTEENTH GAME.

White.

Black.

1. K. P. two squares.

1. K. P. two squares.

2. K. B. P. two sq.

2. P. takes P.

3. K. Kt. to B. third sq.

3. K. Kt. P. two sq.

4. K. B. to Q. B. fourth

4. K. Kt. P. one sq. square.

5. K. B. takes K. B. P.

5. K. takes B. checking.

- | | |
|---------------------------------|-----------------------------------|
| 6. Kt. to K. fifth sq. ch. | 6. K. to his square. |
| 7. Q. takes P. | 7. Q. to K. B. third sq. |
| 8. Q. to K. R. fifth sq. | 8. K. to his second sq. checking. |
| 9. Kt. to K. B. seventh square. | 9. Q. takes Kt. |
| 10. Q. to K. fifth sq. ch. | 10. Q. to K. third sq. |
| 11. Q. takes R. | 11. K. Kt. to B. third sq. |

In the First Series, page 213, I have stated that Black has now the best of the game, not only because he has two pieces for a rook and pawn, but because the White's queen is so confined as to render it very difficult to liberate her ; the following moves will, I think, show that this cannot be done without further loss :—

- | | |
|-----------------|---------------------------------|
| 12. Castles. | 12. Q. P. one square. |
| 13. R. takes P. | 13. Q. Kt. to Q. second square. |

In the first place.

14. Q. Kt. to B. third sq.

If he move K. to B. second square, you should take K. R. P. with Q. ; and if—

- | | |
|------------------------|--------------------------------|
| | 14. Q. B. P. one sq. |
| 15. Q. P. two sq. (A.) | 15. Q. to K. B. second square. |
| 16. K. P. one sq. | 16. P. takes P. |

- | | |
|-----------------------|--------------------------------------|
| 17. P. takes P. | 17. K. B. to K. Kt.
second sq. |
| 18. P. takes Kt. ch. | 18. Kt. takes P. |
| 19. Q. takes K. R. P. | 19. Kt. takes Q. |
| 20. R. takes Q. ch. | 20. K. takes R. and ought
to win. |

(A.)

If you play Kt. to Q. fifth square, he will take it with Q. B. P. and afterwards play Q. to K. B. second square, &c. But if—

- | | |
|---------------------------------|--|
| 15. K. R. to its fourth square. | 15. Q. to K. B. second square. |
| 16. Q. P. two squares. | 16. K. B. to Kt. second square. |
| 17. K. R. takes K. R. P. | 17. Kt. takes R. |
| 18. Q. takes Kt. | 18. B. takes P. checks,
and wins the queen. |

In the second place.

- | | |
|------------------------|---------------------------------|
| 14. Q. P. two squares. | 14. Q. to K. B. second square. |
| 15. K. P. one square. | 15. K. B. to Kt. second square. |
| 16. P. takes Kt. ch. | 16. Kt. takes P. |

Black ought to win.

In the third place.

- | | |
|--------------------------|---------------------------------|
| 14. Q. Kt. P. one sq. | 14. Q. to K. B. second square. |
| 15. K. P. one square. | 15. K. B. to Kt. second square. |
| 16. P. takes Kt. | 16. Kt. takes P. |
| 17. Must lose as before. | |

VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE

WHITE.

White.

Black.

- | | |
|-----------------------------------|--------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. Kt. P. one sq. |
| 5. K. B. takes K. B. P. checking. | 5. K. takes B. |
| 6. Kt. to K. fifth sq. ch. | 6. K. to his square. |
| 7. Q. takes P. | 7. Q. to K. B. third sq. |
| 8. Q. checks. | 8. K. to his second sq. |
| 9. Kt. to K. B. seventh square. | 9. Q. takes Kt. |

- | | |
|-----------------------------------|-----------------------------------|
| 10. <i>Q. to K. fifth sq. ch.</i> | 10. <i>Q. to K. third sq.</i> |
| 11. <i>Q. takes R.</i> | 11. <i>K. Kt. to B. third sq.</i> |
| 12. <i>Castles.</i> | 12. <i>Q. P. one square.</i> |

FIRST METHOD.

- | | |
|-------------------------------|--|
| 13. <i>Q. P. two squares.</i> | 13. <i>Q. Kt. to Q. second square.</i> |
|-------------------------------|--|

If you take the pawn with K. R. the position will be the same as before. But if—

- | | |
|------------------------------|------------------------|
| 14. <i>K. P. one square.</i> | 14. <i>P. takes P.</i> |
| 15. <i>P. takes P.</i> | |

If he play *Q. to K. B. second square*, you should play *R. to K. square*; and if he then play *K. B. to Kt. second square*, you take his *Kt.* giving double check, which will enable you to move *Q. to adv. Q. square*; if instead of playing *K. B. to Kt. second square*, he first remove *K. Kt.* you should advance *K. P. another square*, and then remove the queen; he therefore plays—

- | | |
|-----------------------------|---|
| | 15. <i>Q. Kt. takes P.</i> |
| 16. <i>R. takes P.</i> | 16. <i>Q. Kt. to K. Kt. third sq.</i> |
| 17. <i>Q. takes Kt. ch.</i> | 17. <i>Q. takes Q.</i> |
| 18. <i>R. takes Q.</i> | 18. <i>K. takes R. and has gained a piece for a pawn.</i> |

SECOND METHOD.

13. Q. Kt. P. one sq. 13. Q. Kt. to Q. second square.

In the first place.

- | | |
|-----------------------|---------------------------|
| 14. Q. B. to Q. Kt. | 14. Q. to K. B. second |
| second sq. | square. |
| 15. R. takes P. | 15. K. B. to Kt. second |
| | square. |
| 16. B. takes Kt. ch. | 16. Kt. takes B. |
| 17. Q. takes K. R. P. | 17. Kt. takes Q. |
| 18. R. takes Q. ch. | 18. K. takes R. and wins. |

In the second place.

14. Q.Kt. to Q.B. third square. 14. Q. to K. B. second square.

If you check with Q. Kt. he will take it with K. Kt. you may then remove the queen, and he will remove K. Kt. having much the best of the game. If—

15. K. R. takes P.

He must not play K.B. to Kt. second square, because you would check with Q. Kt. and afterwards play Q. to adv. Q. square ; therefore—

15. Q. B. P. one sq. and afterwards K. B. to Kt. second sq. &c.

VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE
WHITE.

*White.**Black.*

- | | |
|---|--|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares.</i> |
| 2. <i>K. B. P. two sq.</i> | 2. <i>P. takes P.</i> |
| 3. <i>K. Kt. to B. third sq.</i> | 3. <i>K. Kt. P. two sq.</i> |
| 4. <i>K. B. to Q. B. fourth square.</i> | 4. <i>K. Kt. P. one sq.</i> |
| 5. <i>K. B. takes P. ch.</i> | 5. <i>K. takes B.</i> |
| 6. <i>Kt. to K. fifth sq. ch.</i> | 6. <i>K. to his square.</i> |
| 7. <i>Q. takes P.</i> | 7. <i>Q. to B. third sq.</i> |
| 8. <i>Q. checks.</i> | 8. <i>K. to his second sq.</i> |
| 9. <i>Kt. to K. B. seventh square.</i> | 9. <i>Q. takes Kt.</i> |
| 10. <i>Q. to K. fifth sq. ch.</i> | 10. <i>Q. to K. third sq.</i> |
| 11. <i>Q. takes R.</i> | 11. <i>K. Kt. to B. third sq.</i> |
| 12. <i>Q. Kt. P. one sq.</i> | 12. <i>Q. Kt. to Q. B. third square.</i> |

If you play Q. Kt. to B. third square, he will play K. to B. second square, in order to move K. B. to Kt. second square, and if you play Q. Kt. to Q. fifth square, he will take the pawn checking, and afterwards the Kt. Suppose you play—

- | | |
|---------------------------------------|--|
| 13. <i>Q. B. to Q. Kt. second sq.</i> | 13. <i>Q. Kt. to K. fourth square.</i> |
|---------------------------------------|--|

If you take the Kt. with Q. B. he will retake with the queen, and on your playing Q. Kt. to B. third square, he will move Q. B. P. one square, and afterwards play Q. to K. Kt. fourth square, in order to move K. B. to K. Kt. second square; therefore—

- | | |
|-----------------------------------|--|
| 14. Q. Kt. to B. third square. | 14. Q. B. P. one sq. |
| 15. Castles with K. R. | 15. Q. Kt. to K. B. second sq. |
| 16. Kt. to Q. fifth sq. checking. | 16. P. takes Kt. |
| 17. Q. B. takes Kt. ch. | 17. Q. takes B. |
| 18. Q. takes Q. | 18. K. takes Q. |
| 19. R. takes P. ch. | 19. K. to Kt. second sq. |
| 20. Q. R. to K. B. sq. | 20. K. B. checks. |
| 21. King removes. | 21. Kt. to K. fourth sq. and ought to win. |

SIXTEENTH GAME.

*White.**Black.*

- | | |
|----------------------------------|-----------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. Kt. P. one sq. |

5. K. B. takes K. B. P. 5. K. takes B.
checking.
6. K. Kt. to K. fifth sq. 6. K. to his third sq.
checking.

Black ought, instead of this move, to have played K.
to his square.

7. Q. takes P. ch. 7. K. takes Kt.
8. Q. to K. B. fifth sq. 8. K. to Q. third sq.
checking.
9. Q. P. two squares. 9. K. B. to Kt. second
square.
10. B. takes P. ch. 10. K. to his second sq.
11. Q. B. to K. Kt. fifth sq. 11. K. B. to its third sq.
sq. checking.
12. Castles. 12. B. takes B.
13. Q. takes B. ch. 13. K. to his square.
14. Q. to K. R. fifth sq. 14. K. to his second sq.
checking.
15. Q. to K. fifth sq. and checkmates.

SEVENTEENTH GAME.

Black.

White.

- | | |
|-----------------------|-----------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |

3. K. Kt. to B. third sq. 3. K. Kt. P. two sq.
 4. K. B. to Q. B. fourth 4. K. Kt. P. one sq.
 square.
 5. K. Kt. to K. fifth sq. 5. Q. checks.
 6. K. to B. square. 6. P. to K. B. sixth sq.

This method of defending the Gambit has not yet been analysed with the care it deserves, it is indeed to be met with in several works on Chess, but has generally been treated on very briefly; in Cochrane's Treatise, page 268 to 276, there are a few well played games of this Gambit. I shall endeavour to assist the reader in forming a correct analysis of it, by examining some of the leading moves both for the attack and defence; other and better moves will no doubt be discovered as the game becomes more known. In the present position if Black play Q. P. two squares, you should take his K. Kt. P. then check with Q. at K. R. sixth square, and afterwards play K. Kt. to B. third square, having certainly a better game than the Black: he has, however, several other ways of playing, of which the following are the most likely to occur, viz.—

- Q. to K. square.
 K. B. takes P. checking.
 K. Kt. takes K. B. P.
 K. Kt. P. one square.
 K. Kt. P. takes P.

These shall be examined in this and the succeeding games.

7. Q. to K. square. 7. P. takes P. checking.

In the first place.

- | | |
|------------------------|---------------------------------------|
| 8. K. takes P. | 8. Q. to K. R. sixth sq.
checking. |
| 9. K. to B. second sq. | 9. K. B. to K. Kt.
second sq. |

If he remove the knight, he will soon lose ; therefore—

- | | |
|------------------------|--------------------------|
| 10. Q. P. two squares. | 10. Q. P. one square. |
| 11. K. B. takes P. ch. | 11. K. to his second sq. |

If he check with Q. B. you win a piece by interposing K. B.

- | | |
|---------------------------------|--|
| 12. K. B. takes Kt. | 12. R. takes B. |
| 13. Kt. to Q. B. fourth square. | 13. Q. to K. B. sixth sq.
checking. |
| 14. K. to Kt. square. | 14. B. takes P. ch. |
| 15. Q. B. to K. third sq. | 15. K. Kt. P. one sq. |
| 16. K. R. P. one square. | 16. K. Kt. P. one sq. |
| 17. K. R. to its second square. | 17. Q. B. takes K. R. P. |

If he were to check with the queen, you should play K. to his square, and afterwards Q. to adv. K. B. or Q. square, winning easily. If he play Q. Kt. to Q. second square, you checkmate in two moves. Finally, if he play Q. B. to K. B. second square, you should take it with B. and then play Q. to adv. Q. square.

In the second place.

8. K. to his second sq. 8. Q. to K. R. sixth sq.
 9. K. R. to Kt. square. 9. Q. P. one square.
 10. Must lose a piece.

EIGHTEENTH GAME.

Black.

White.

- | | |
|----------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two squares. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two squares. |
| 4. K. B. to Q. B. fourth square. | 4. K. Kt. P. one square. |
| 5. K. Kt. to K. fifth sq. | 5. Q. checks. |
| 6. K. to B. square. | 6. Gambit P. one square. |
| 7. K. B. takes P. ch. | 7. K. to his second sq. |

FIRST DEFENCE.

- | | |
|-------------------------|------------------------------------|
| 8. K. B. takes Kt. | 8. P. takes P. checking. |
| 9. K. takes P. | 9. Q. to K. R. sixth sq. checking. |
| 10. K. to B. second sq. | 10. R. takes B. |

You have a fine game; for if he play Q. P. two squares, you attack his Kt. with Q. P. and afterwards advance K. Kt. P. but if he play Q. to K. Kt. square, to prevent the advance of K. Kt. P. you also play Q. P. one square, then check with Q. at K. B. sixth square, &c.

SECOND DEFENCE.

8. K. Kt. P. one sq. 8. Q. checks.
 9. K. to B. second sq. 9. K. Kt. to B. third sq.
 10. K. B. to Q. B. fourth 10. Q. P. one square.
 sq. or to Q. Kt. third sq.

If he play Kt. to Q. third square, you take K. P. with Kt. If he play K. B. to its square, you play the queen to K. R. fourth square, and afterwards take K. P. But if—

11. K. Kt. to B. seventh 11. K. Kt. takes P. ch.
 square.
 12. K. to his third sq. 12. Q. B. to K. B. fourth
 square.

If he take K. R. he loses the queen, or is checkmated in three moves, if his K. B. be at Q. B. fourth square, or in seven moves, if it be at Q. Kt. third square. If he play Q. to K. B. square, you check with K. B. winning K. Kt. at the least. If he play Q. P. one square or two squares, you also check with K. B. Finally, if he play—

13. K. to K. B. fourth sq. 13. K. to K. B. third sq.
 winning the queen at the least.

THIRD DEFENCE.

8. K. Kt. P. takes P. 8. Q. P. one square.
 9. K. B. takes Kt. 9. P. takes Kt.
 10. K. B. to Q. B. fourth 10. P. takes P.
 square.

You have a forced won game, for if he take the pawn he will be ruined by the check of the Q. B.

FOURTH DEFENCE.

8. Q. to K. square. 8. P. takes P. ch.
9. K. takes P.

If instead of this move he had played K. to his second square, you would play Q. to K. R. sixth square, and afterwards Q. P. one square.

9. Q. to K. R. sixth sq.
checking.
10. K. to B. second sq. 10. Q. P. one square.
11. K. B. takes Kt. 11. K. R. takes B.
12. Kt. removes. 12. P. checks and wins.

NINETEENTH GAME.

*Black.**White.*

- | | |
|----------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. Kt. P. one sq. |
| 5. K. Kt. to K. fifth sq. | 5. Q. checks. |
| 6. K. to B. square. | 6. Gambit P. one sq. |
| 7. K. Kt. takes K. B. P. | 7. K. Kt. to B. third sq. |

FIRST DEFENCE.

8. K. Kt. takes R. 8. K. Kt. takes K. P.

If he play K. Kt. P. one square, you check with the queen, and afterwards play Q. to adv. K. Kt. second square, winning easily; therefore—

9. Q. to K. square. 9. P. takes P. ch.

In the first place.

10. K. takes P. 10. Q. to K. R. sixth sq.
checking.
11. K. to Kt. sq. 11. K. B. checks.
12. Q. P. two squares. 12. Checkmates in four
moves.

In the second place.

10. K. to his second sq. 10. Q. to K. R. sixth sq.

If he play K. to Q. square, you check at K. B. sixth square, winning the queen at the least. But if—

11. R. to K. B. square.

It would not be good play to advance the P. to adv. Kt. square, making a queen, because he would take K. B. with K. R. and afterwards the second queen; therefore—

11. P. takes R.
12. Q. takes P. 12. Q. takes Q.

13. K. takes Q. 13. Kt. to Q. third sq. and
afterwards playing K. B. to Kt. second sq.
will win K. Kt.

SECOND DEFENCE.

8. K. Kt. P. takes P. 8. Q. P. two squares.
9. K. Kt. takes R. 9. K. Kt. P. takes P.
10. Q. takes P. 10. Q. B. checks.
11. K. to Kt. square. 11. K. B. checks.
12. Q. P. two squares. 12. B. takes P. ch.
13. Q. B. to K. third sq. 13. Checkmates in three
moves.

THIRD DEFENCE.

If he play Q. Kt. to B. third square, you may play either K. R. to Kt. square, or K. Kt. to R. fourth square, having a very fine game. But suppose he plays—

8. K. Kt. P. one sq. 8. Q. checks.
9. K. to B. second sq. 9. Q. P. two squares.

If he take the pawn he loses a piece. If he take K. R. you take K. P. with K. Kt. winning easily; therefore—

10. K. B. to its square. 10. K. Kt. takes P. ch.

In the first place.

11. K. to his third sq. 11. Q. to K. R. fourth sq.
12. Kt. takes R. 12. Q. to K. Kt. fourth
sq. checking.

Q.

If he play K. to Q. third square, you check K. and Q. with K. Kt. ; therefore—

13. K. to Q. fourth sq. 13. Checkmates in two moves.

In the second place.

11. K. to his square. 11. Q. to K. R. fourth sq.

If he play Q. P. one square, you should check with the pawn, and then take Kt. with Q.

12. Kt. takes R. 12. P. checks.

13. K. to his second sq. 13. Q. to K. fourth sq.

14. Q. P. two squares. 14. Kt. to Q. B. sixth sq. checking.

15. K. to Q. third sq. 15. Q. to adv. K. sq.

If he take K. Kt. you checkmate with Q. B. ; and if—

16. Q. to her second sq. 16. K. B. to R. third sq. winning easily.

TWENTIETH GAME.

Black.

White.

1. K. P. two squares.	1. K. P. two squares.
2. K. B. P. two sq.	2. P. takes P.
3. K. Kt. to B. third sq.	3. K. Kt. P. two sq.

4. *K. B. to Q. B. fourth square.* 4. *K. Kt. P. one sq.*
 5. *K. Kt. to K. fifth sq.* 5. *Q. checks.*
 6. *K. to B. square.* 6. *Gambit P. one sq.*
 7. *K. Kt. P. one sq.* 7. *Q. checks.*
 8. *K. to B. second sq.* 8. *K. Kt. to B. third sq.*

If he play *Q. P. two squares*, you should take *K. P.* and then, on his playing *K. to his third square*, you play *K. B. P. two squares* ; but if—

FIRST DEFENCE.

9. *Q. P. one square.* 9. *Q. P. one square.*
 10. *Kt. takes K. B. P.* 10. *Q. P. one square.*

If he take the pawn with *K. P.* you evidently win the *Kt.* ; if he take it with *K. B.* you take his *B.* and he cannot take either *Kt.* or *R.* without losing ; therefore—

11. *Kt. takes R.* 11. *Q. to K. Kt. seventh sq. checking.*
 12. *K. to his third sq.* 12. *Q. Kt. to B. third sq.*

If he play *Q. P. one square*, in order to make room for the king, you take his *K. B.* still threatening, check-mate with *K. B.* ; therefore as his best move, he plays—

13. *K. Kt. to B. seventh square.* 13. *K. takes Kt.*
 14. *B. takes P. ch.* 14. *Kt. takes B. ch.*
 15. *P. takes Kt.* 15. *K. B. to R. third sq. checking.*

16. K. to his fourth sq. 16. Gambit P. one sq. checking with Q. and will checkmate the next move.

SECOND DEFENCE.

9. Q. Kt. to Q.B. third square. 9. Q. checks.
 10. K. to his third sq. 10. K. B. to R. third sq. checking.

If he play K. to Q. fourth square, you should play Q. P. one square, winning a piece, for if he take K. B. P. with K. Kt. he will be checkmated in three moves ; therefore—

11. K. to Q. third sq. 11. Q. Kt. to Q.B. third square.

In the first place.

12. K. Kt. takes K. B. P. 12. Q. Kt. to its fifth sq. checking.
 13. K. to Q. fourth sq. 13. Q. to K. B. seventh sq. checking.
 14. K. to his fifth sq. 14. Q. to Q. B. fourth sq. checking.

If he interpose Q. Kt. you take K. Kt. ; if he interpose K. B. you take it with Q. Kt. ; therefore—

15. K. takes Kt. 15. Q. to K. second sq. checking.
 16. K. to B. fifth sq. 16. Q. P. two sq. check-mating.

In the second place.

12. K.B. takes K.B.P. 12. K. to his second sq.
checking.
13. Kt. takes Kt. ch. 13. Q. P. takes Kt.
14. K.B. to Q. Kt. third 14. Q. Kt. P. two sq.
square.
15. Q. Kt. to its sq. 15. K. R. checks.
16. K. to Q. B. third sq. 16. Kt. takes P. ch.
17. K. to Q. Kt. fourth 17. Checkmates in three
square. moves.

In the third place.

12. Kt. takes Kt. 12. Q. P. takes Kt.

If he play K. R. to Kt. square, you should play Q.
to K. B. seventh square ; but suppose—

No. 1.

13. Q. to K. Kt. sq. 13. Q. Kt. P. two sq.
14. K.B. to Q. Kt. third 14. Q. Kt. P. one sq.
square.

He must lose the knight, for if he remove it, he will
be checkmated in three moves.

No. 2.

13. Q. to K.B. square. 13. Q. Kt. P. two sq.
14. K.B. to Q. Kt. third 14. Q. Kt. P. one sq.
square.

15. Kt. to Q. R. fourth sq. (A.) 15. Q. B. checks.
 16. Q. B. P. two sq. 16. P. takes P. *en passant*, checking.
 17. K. B. to Q. B. fourth square. 17. B. takes B. ch.
 18. K. takes B. 18. P. takes Q. P.
 19. B. takes P. 19. Q. takes B. and wins easily.

(A.)

15. Q. Kt. to its square. 15. Q. B. checks.
 16. Q. B. P. two sq. 16. P. takes P. *en passant*, checking.
 17. K. B. to Q. B. fourth square. 17. Q. takes Q. ch.
 18. R. takes Q. 18. P. takes Q. P.
 19. B. takes P. 19. Q. R. checks.
 20. K. to B. second sq. 20. Q. B. takes K. B.
 21. Q. B. takes K. B. 21. B. takes R.
 22. B. to K. [Kt. seventh square. 22. K. to his second sq. and wins easily.

No. 3.

13. Q. R. P. two sq. 13. Castles.

If he move the king, you check with Q. and win easily. If he remove Q. Kt. you check with K. R. and then take K. P. with K. Kt. &c. If he play—

14. K. B. to R. second sq. 14. K. R. checks.
square.
15. K. to Q. B. fourth sq. 15. Q. B. checks.
16. K. to Q. Kt. fourth sq. 16. K. B. checks.
square.
17. K. to Q. R. fifth sq. 17. P. checks, and then
checkmates with Q. B.

THIRD DEFENCE.

- | | |
|------------------------------|---------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two squares. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. one sq. |
| square. | |
| 5. K. Kt. to K. fifth sq. | 5. Q. checks. |
| 6. K. to B. square. | 6. Gambit P. one sq. |
| 7. K. Kt. P. one sq. | 7. Q. checks. |
| 8. K. to B. second sq. | 8. K. Kt. to B. third sq. |

If he take K. B. P. with K. B. or K. Kt. see the second defence of the eighteenth game, page 222, or the third defence of the nineteenth game, page 225. But suppose he plays—

9. K. to his third sq. 9. K. B. to R. third sq.
checking.

In the first place.

10. K. to Q. third sq. 10. Q. P. one square.
11. Kt. takes K. B. P. 11. Q. P. one square.

12. K. B. takes P. 12. K. Kt. takes B.

If he take K. R. you will play Q. to K. R. fourth square, and he cannot take the knight without losing; therefore—

13. K. Kt. takes B. 13. K. Kt. to Q. Kt. fifth sq. checking.

14. K. to Q. B. fourth square. 14. Q. takes Kt.

15. K. takes Kt. 15. Q. Kt. to R. third sq. checking.

16. K. to Q. B. third sq. 16. Q. to Q. B. third sq. checking.

17. K. to Q. third sq. 17. Kt. to its fifth sq. checking.

18. K. to his third sq. 18. Kt. takes Q. B. P. checks and wins Q. R.

In the second place.

10. K. to Q. fourth sq. 10. Q. P. one square.

If he play K. Kt. to Q. third square, you should check with Q. Kt. and then take K. P. with K. Kt. having certainly an excellent game.

11. K. Kt. takes K. B. P. 11. Q. Kt. P. two sq.

If he play K. B. to Q. Kt. third square, by checking with Q. B. P. you evidently win a piece. If he take K. B. you equally win a piece by checking with Q. B. P.; therefore—

12. K. Kt. takes K. R. 12. Q. Kt. checks.

(A.)

If he play K. to Q. B. third square, he will be check-mated in three moves ; therefore—

13. K. to Q. third sq. 13. P. takes B. ch.
14. K. takes P. 14. Q. R. to Q. Kt. sq.

Whatever he may play, you win the queen at the least in a few moves.

(A.)

12. K. B. to Q. fifth sq. 12. K. Kt. takes B.

In the first place.

13. Kt. takes K. B. 13. Q. B. P. checks.

If he take the knight he will be checkmated in two moves.

14. K. to Q. third sq. 14. Kt. to Q. Kt. fifth sq.
checking.

15. K. removes. 15. Q. takes Kt. and
wins.

In the second place.

13. Kt. takes R. 13. K. B. to Kt. second
sq. checking.

He cannot take the knight without being checkmated in two moves.

14. K. to Q. third sq. 14. Kt. to Q.Kt.fifth sq.
checking.

15. K. to his third sq. 15. K.B. to R. third sq.
checking.

In the first place.

If he had played on the ninth move K. B. to Q. Kt. third square, and were for his tenth move to play K. Kt. to Q. B. fourth square, you would take the pawn with the pawn, winning easily. But if—

10. K. Kt. to K. B. 10. P. takes P.
seventh sq.

If he take K. R. he will be checkmated in two moves. If he play Q. to K. square, he loses in three moves. If he play K. R. P. one square, he loses in six moves. Finally, if he take the pawn with the queen, he will either lose the queen or be checkmated.

In the second place.

10. Kt. takes K. Kt. P. 10. Kt. takes Kt.
11. P. takes Kt. 11. K. B. to K. Kt.
second sq.

You have a won game, for if he play K. B. to K. second square, he will be checkmated in four moves. If he play K. to Kt. second square, you take the pawn with Q. B. If he move Q. or K. R. you win easily by playing R. to B. square. Finally, if he play—

12. K. R. P. one sq. 12. K. R. checks.
13. K. to his second sq. 13. Checkmates in three
moves.

In the third place..

10. K. Kt. to Q. third square. 10. P. takes P.
 11. Q. takes P. (A.) 11. Q. P. one square.
 12. B. takes P. 12. Kt. takes B.
 13. P. takes Kt. 13. Q. B. checks.
 14. K. to Kt. square. 14. K. R. checks and wins.

(A.)

11. K. Kt. to B. second square. 11. Q. B. checks.

If he play K. to his square, you should play Q. B. to K. Kt. seventh square, and then K. Kt. to its fifth sq. But if—

12. Kt. takes B. 12. Q. takes Kt. ch.
 13. K. to his square. 13. Kt. takes K. P. and wins.

SECOND DEFENCE.

8. Kt. takes K. B. P. 8. Q. P. two squares.

If he take Q. P. with K. B. you should take his pawn with yours.

9. K. Kt. takes R. 9. K. Kt. P. takes P.
 10. Q. takes P. 10. Q. B. checks.
 11. K. to Kt. square. 11. K. B. checks.
 12. Q. P. two squares. 12. B. takes P. ch.

13. Q. B. to K. third sq. 13. Q. to adv. K. sq.
checks and wins.

THIRD DEFENCE.

8. K. Kt. takes K. Kt. P. 8. Kt. takes Kt.
9. P. takes Kt. 9. Q. P. two squares.

In the first place.

10. K. B. takes P. 10. Q. B. takes P.
11. Q. to K. square. 11. Q. to K. R. sixth sq.
checking.
12. K. to B. second sq. 12. K. B. checks.
13. Q. P. two squares. 13. B. takes P. ch.
14. Q. B. to K. third sq. 14. Q. to K. B. sixth sq.
checking.
15. K. to Kt. square. 15. Checkmates in three
moves.

In the second place.

10. P. takes P. 10. Q. to K. R. sixth sq.
checking.

If he play K. to his square, you take the pawn with Q. B. winning the queen, or checkmating in three moves. If he play K. to Kt. square, you win easily by playing K. R. to Kt. square ; therefore—

11. K. to B. second sq. 11. K. B. to K. second
square.

If he play K. Kt. P. you win K. B. If he play Q. to K. square or to K. second square, you play K. to Q. square, in order afterwards to check with K. B. If he play Q. to K. B. square, you play K. B. to R. fifth square, checking, and on his playing K. to Kt. square, you take K. Kt. P. with Q. winning the queen at the least ; therefore—

- | | |
|------------------------------------|--|
| 12. Q. to K. B. third square, (B.) | 12. K. B. to Q. B. fourth sq. checking. |
| 13. Q. P. two squares. | 13. B. takes P. ch. |
| 14. Q. B. to K. third sq. | 14. Q. takes Q. ch. |
| 15. K. takes Q. | 15. B. takes Q. Kt. P. |
| 16. Q. Kt. to Q. second square. | 16. B. takes R. |
| 17. R. takes B. | 17. K. R. P. two squares, and you have the best of the game. |

(B.)

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|--|---|
| 12. K. B. to K. second square. | 12. K. B. to R. fifth sq. checking. |
| 13. K. to Kt. square. | 13. Q. B. takes P. |
| 14. B. takes B. or Q. to K. B. square. | 14. K. R. to Kt. square, and wins easily. |

FOURTH DEFENCE.

Black.

White.

- | | |
|--------------------------|-----------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two squares. | 2. P. takes P. |

3. *K. Kt. to B. third sq.* 3. *K. Kt. P. two sq.*
 4. *K. B. to Q. B. fourth square.* 4. *K. Kt. P. one square.*
 5. *K. Kt. to K. fifth sq.* 5. *Q. checks.*
 6. *K. to B. square.* 6. *Gambit P. one sq.*
 7. *P. takes P.* 7. *K. Kt. to B. third sq.*
 8. *Q. to K. square.* 8. *Q. to K. R. sixth sq. checking.*

If he move K. to Kt. square, by checking with K. B. you win K. Kt. If he play K. to B. second square, you also check with K. B. and on his playing K. to his second square, you play Q. P. one square, winning K. Kt. at the least; therefore—

9. *K. to his second sq.* 9. *Q. P. one square.*
 10. *Kt. takes K. Kt. P.* 10. *Kt. takes Kt.*
 11. *P. takes Kt.* 11. *B. takes P. ch.*
 12. *K. to B. second sq.* 12. *K. B. to K. second square.*

If he play K. to Kt. square, you move Q. B. to K. B. sixth square, &c. But if—

13. *Q. to K. third sq.* 13. *K. B. checks.*
 14. *K. to Kt. square.* 14. *Q. B. to K. B. sixth sq. winning easily.*

FIFTH DEFENCE.

8. *Q. to K. second sq.* 8. *Q. P. one square.*
 9. *K. Kt. takes K. Kt. P.* 9. *Kt. takes Kt.*
 10. *P. takes Kt.* 10. *Q. B. takes P.*

If he play Q. to K. third square, you may check with Q. B. and then play K. R. to Kt. square. But if—

- | | |
|--------------------------------|--|
| 11. Q. to K. B. second square. | 11. Q. B. to R. sixth sq. checking. |
| 12. K. to his square. | 12. Q. takes P. ch. |
| 13. Q. to K. second sq. | 13. Q. takes Q. |
| 14. K. takes Q. | 14. Q. Kt. to B. third sq. having a pawn more and a good position. |

SIXTH DEFENCE.

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|---------------------|----------------------|
| 8. K. R. P. one sq. | 8. P. takes K. R. P. |
|---------------------|----------------------|

If he take the pawn with K. B. checking, you play K. to his second square, and on the removal of his bishop, you play Q. to K. Kt. sixth square. If he play K. Kt. to its fourth square, you exchange knights, then play Q. to K. Kt. sixth square, and afterwards opportunely K. B. to Q. B. fourth square, and K. R. to Kt. square. But he may play—

In the first place.

- | | |
|--------------------------------|---|
| 9. Q. P. two squares. | 9. Q. P. one square. |
| 10. K. Kt. to Q. third square. | 10. Kt. to K. R. fourth square. |
| 11. Q. to K. square. | 11. K. Kt. checks. |
| 12. K. to Kt. square. | 12. R. to K. Kt. sq. |
| 13. K. to R. second sq. | 13. Kt. to K. seventh sq. winning easily. |

If he play K. R. to B. square, you should check with Q. at K. R. fifth square, and on his playing Q. to K. B. second square as his best move, you play K. R. to Kt. seventh square, having a very fine game.

15. Q. Kt. to Q. fifth sq. 15. Q. to K. R. fifth sq. checking.

If he play K. to B. square, you win by playing Q. to K. Kt. sixth square. If he interpose the queen, you take K. P.

16. K. to Q. square. 16. Q. B. P. one sq.

17. Kt. to Q. B. seventh sq. 17. K. to Q. square. sq. checking.

18. Kt. takes R. 18. Q. P. two squares.

19. Q. to K. square. 19. P. takes B.

20. Q. takes Q. 20. B. takes Q.

21. Q. P. two squares. 21. Q. B. checks.

22. K. to Q. second sq. 22. K. B. to Kt. sixth sq.

23. K. to Q. B. third sq. 23. P. to K. R. seventh square.

24. B. to K. third sq. 24. Q. B. to K. B. sixth sq. and wins.

In the third place.

9. K. Kt. takes K. B. P. 9. Q. P. two squares.

If he take K. R. you take K. B. secure of gaining K. Kt. besides having a strong attack. But if—

10. K. B. takes P. 10. Kt. takes B.

11. Kt. takes R. 11. Q. to K. Kt. sixth sq.

If he play Q. to K. second square, you move Kt. to K. B. fifth square, and on his moving Q. to K. B. second square, you check with Q. at K. Kt. seventh square, winning the rook and the game ; therefore—

- | | |
|--------------------------|---------------------------------------|
| 12. R. to K. Kt. sq. | 12. P. to K. R. seventh square. |
| 13. R. takes Q. | 13. P. becomes a Q. ch. |
| 14. R. to Kt. square. | 14. Q. B. checks. |
| 15. K. to his second sq. | 15. Q. to K. R. seventh sq. checking. |
| 16. K. to Q. third sq. | 16. Kt. to K. B. fifth sq. checking. |
| 17. K. to his third sq. | |

This is his best move, for if he play elsewhere he loses K. R. or is checkmated.

You might check with K. B. and on his interposing Q. P. take it, winning K. R. ; or you play—

- | | |
|----------------------------------|------------------------------|
| | 17. Q. Kt. to B. third sq. |
| 18. Q. B. P. one sq. | 18. K. B. checks. |
| 19. Q. P. two squares. | 19. Castles. |
| 20. Kt. to K. B. seventh square. | 20. R. takes Q. P. and wins. |

MUZIO GAMBIT.

FIRST GAME.

White.

1. K. P. two squares.
2. K. B. P. two sq.
3. K. Kt. to B. third sq.
4. K. B. to Q. B. fourth square.
5. Castles.
6. Q. takes P.
7. K. P. one square.

Black.

1. K. P. two squares.
2. P. takes P.
3. K. Kt. P. two sq.
4. K. Kt. P. one sq.
5. P. takes Kt.
6. Q. to K. B. third sq.

The proper move is to take the pawn with the queen as in the next game. But suppose he plays—

FIRST DEFENCE.

- | | |
|---------------------------|-------------------------------------|
| | 7. Q. to Q. Kt. third sq. checking. |
| 8. K. to R. square. | 8. K. B. to R. third sq. |
| 9. Q. Kt. to B. third sq. | |

If he play Q. B. P. one square, you should play Q. Kt. to K. fourth square, in order to check with Kt. at Q. sixth square.

9. Q. to Q. B. fourth sq.
 10. Q. P. one square. 10. Q. takes K. P.
 11. Q. Kt. to Q. fifth sq. 11. K. Kt. to K. second square.
 12. Q. B. takes P. 12. B. takes B.
 13. Q. R. to K. square. 13. Q. to K. Kt. fourth square.
 14. Q. R. takes Kt. ch. 14. K. to Q. square.
 15. R. takes K. B. P. winning K. B.

SECOND DEFENCE.

7. Q. to K. B. fourth square.
 8. Q. P. two squares. 8. K. B. to R. third sq.
 9. Q. Kt. to B. third square. 9. K. Kt. to K. second square.
 10. Q. Kt. to K. fourth sq.

If he play K. B. to Kt. second square, you should take the Gambit pawn with Q. B.

10. Castles.
 11. Kt. to K. B. sixth sq. 11. K. to R. square. checking.
 12. K. B. to Q. third sq. 12. Q. to K. third sq.
 13. Q. to K. R. fifth sq. 13. K. Kt. to its sq.
 14. Q. B. takes P. 14. K. to Kt. second sq.
 15. B. takes B. and wins easily.

SECOND GAME.

*White.**Black.*

- | | |
|----------------------------------|--------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. Kt. to B. third sq. | 3. K. Kt. P. two sq. |
| 4. K. B. to Q. B. fourth square. | 4. K. Kt. P. one sq. |
| 5. Castles. | 5. P. takes Kt. |
| 6. Q. takes P. | 6. Q. to K. B. third sq. |
| 7. K. P. one square. | 7. Q. takes P. |
| 8. Q. P. one square. | |

FIRST DEFENCE.

8. K. B. checks.

Instead of this move, he ought to play K. B. to R. third square : see the First Series, page 255, *et seq.*

- | | |
|--------------------------------|-----------------------------|
| 9. K. to R. square. | 9. K. B. to K. sixth sq. |
| 10. Q. B. takes B. | 10. Q. takes B. |
| 11. Q. to K. R. fifth sq. | 11. Q. to K. second sq. |
| 12. Q. Kt. to B. third square. | 12. K. Kt. to B. third sq. |
| 13. Q. to K. R. sixth sq. | 13. Q. P. one square. |
| 14. Q. takes Gambit P. | 14. K. Kt. to its fifth sq. |
| 15. Q. Kt. to Q. fifth square. | 15. Q. to her second sq. |
| 16. Q. R. checks. | 16. K. to Q. square. |

17. Q. R. to K. seventh 17. Q. to Q. R. fifth sq.
square.
18. R. takes Q. B. P. and wins easily,

SECOND DEFENCE.

8. Q. Kt. to B. third sq.
9. Q. B. takes P.

In the first place.

9. Q. takes Q. Kt. P.
10. K. B. takes P. ch. 10. K. to Q. square.
11. K. B. takes Kt.

If he take the rook or bishop, he will be checkmated in a few moves ; and if—

11. K. B. to K. second
square.
12. Q. B. to K. Kt. fifth sq.

If he play Q. P. one or two squares, he will be checkmated in three moves ; and if he play any other move, you will easily win.

In the second place.

9. Q. to K. B. third sq.
10. Q. Kt. to B. third square. 10. K. Kt. to K. second square.
11. Q. R. to K. sq. 11. Q. checks.
12. Q. B. interposes. 12. Q. to Kt. second sq.
13. K. B. takes P. ch. 13. K. to Q. square.
14. K. B. to K. R. fifth square. 14. Q. P. one sq.

15. Q. B. to K. Kt. fifth sq.

If he take Q. B. he will be checkmated in four moves ;
therefore—

15. Q. Kt. to K. fourth
square.

16. Q. R. takes Kt. 16. Q. or P. takes R.

17. Q. B. to K. B. sixth sq. winning K. R. and
having consequently the best of the game.

THIRD DEFENCE.

8. Q. P. one sq.

9. Q. B. takes P.

9. Q. to K. B. third sq.

10. Q. Kt. to Q. B. third square. 10. Q. B. P. one sq.
square.

11. Q. Kt. to K. fourth square. 11. Q. to K. B. fourth
square. square.

12. Q. to K. second square, and has the best of
the game.

BISHOP'S GAMBIT.

*White.**Black.*

- | | |
|----------------------------------|-----------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth square. | 3. K. B. P. two sq. |
| 4. Q. Kt. to B. third sq. | |

No. 1.

- | | |
|----------------------|---------------------------|
| | 4. K. Kt. to B. third sq. |
| 5. K. P. one square. | |

FIRST DEFENCE.

- | | |
|---------------------------|---------------------------|
| | 5. K. Kt. to K. fifth sq. |
| 6. K. Kt. to B. third sq. | |

If he take the knight, you retake with Q. Kt. P.
But if—

- | | |
|----------------------------|-----------------------|
| | 6. K. Kt. P. two sq. |
| 7. K. R. P. two sq. | 7. K. Kt. P. one sq. |
| 8. Q. Kt. takes Kt. | 8. P. takes Q. Kt. |
| 9. K. Kt. to its fifth sq. | 9. Q. P. two squares. |

10. P. takes P. *en pas-* 10. Q. takes P.
sant.
 11. Kt. to K. B. seventh 11. Q. to Q. B. fourth
 square. square.
 12. Q. to K. second sq.

White has evidently a fine game.

SECOND DEFENCE.

5. K. Kt. to its fifth sq.
 6. K. Kt. to B. third sq. 6. Q. P. one sq.
 7. Q. P. two squares.

In the first place.

7. Q. P. takes P.
 8. Q. P. takes P. 8. Q. takes Q.
 9. Q. Kt. takes Q. 9. Q. Kt. to Q. B. third
 square.
 10. Q. B. takes P.

There is little difference in the game.

In the second place.

7. K. Kt. to K. sixth sq.
 8. Q. B. takes Kt. 8. P. takes B.
 9. Q. Kt. to Q. fifth sq. 9. Q. P. takes P.
 10. P. takes P. 10. Q. Kt. to B. third sq.
 11. Q. Kt. takes P. at K. third sq. &c.

No. 2.

- | | |
|---------------------------|---------------------------|
| | 4. Q. checks. |
| 5. K. to B. square. | 5. K. Kt. to B. third sq. |
| 6. K. Kt. to B. third sq. | 6. Q. to K. R. fourth sq. |
| 7. K. P. one square. | 7. Kt. to K. fifth sq. |
| 8. Q. Kt. to Q. fifth sq. | |

If he play K. to Q. square, you should take Gambit P. with Q. Kt. winning the K. Kt. at the least.

- | | |
|-------------------------------|--------------------------------|
| | 8. K. Kt. to its sixth sq. |
| | checking. |
| 9. K. to Kt. square. | 9. Kt. takes R. |
| 10. Kt. takes Q. B. P. | 10. K. to Q. square. |
| | checking. |
| 11. Kt. takes Q. R. | 11. K. Kt. to its sixth sq. |
| 12. P. takes Kt. | 12. P. takes P. |
| 13. Q. P. two squares. | 13. K. B. to K. second square. |
| 14. Q. B. to K. B. fourth sq. | |

If he play K. B. to K. R. fifth square, you should play K. Kt. to its fifth square.

- | | |
|--|----------------------------|
| | 14. Q. to K. Kt. fifth sq. |
| 15. Kt. to K. Kt. fifth square. | 15. Q. takes Q. B. |
| 16. Kt. to K. B. seventh sq. checking. | 16. K. to his square. |
| 17. Q. to her third sq. | 17. K. B. to Q. sq. |

18. K. Kt. to Q. sixth sq. checking.
 18. K. to B. square.
 19. K. R. to K. B. square, and will checkmate in a few moves.

DEFENCE,

THE BLACK HAVING THE FIRST MOVE.

FIRST GAME.

*Black.**White.*

- | | |
|----------------------------------|--------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth square. | 3. Q. checks. |
| 4. K. to B. square. | 4. K. Kt. P. two sq. |
| 5. K. Kt. to B. third sq. | 5. Q. to K. R. fourth sq. |
| 6. K. R. P. two sq. | 6. K. B. to Kt. second square. |
| 7. K. B. to K. second square. | 7. K. Kt. P. one sq. |

If he play Kt. to K. R. second square, you should advance P. to K. B. sixth square, and afterwards take K. R. P. having a very fine game.

8. Kt. to K. square. 8. K. Kt. to B. third sq.

FIRST ATTACK.

9. K. P. one square. 9. Kt. to K. fifth sq.
 10. K. B. takes P. 10. Kt. to its sixth sq. checking.

11. K. to Kt. square. 11. Q. takes K. P.
 12. R. to its third sq. 12. K. R. P. two sq.
 13. K. B. to its third sq. 13. Q. P. two squares.

You will win K. R. for if he play it to its second square, you checkmate him with the queen.

SECOND ATTACK.

9. Q. Kt. to B. third sq. 9. Q. to K. Kt. third sq.
 10. Q. P. one square. 10. Kt. to K. R. fourth square.
 11. Kt. to Q. fifth sq. 11. K. Kt. checks.
 12. K. to Kt. square. 12. K. B. checks.
 13. K. to R. second sq. 13. Kt. takes B. and wins.

If Black on the ninth move were to play Q. P. one square, instead of K. P. one square, or Q. Kt. to B. third square, you should play K. B. to R. third square.

SECOND GAME.

*Black.**White.*

- | | |
|----------------------------------|--------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth square. | 3. Q. checks. |
| 4. K. to B. square. | 4. K. Kt. P. two sq. |
| 5. K. Kt. to B. third sq. | 5. Q. to K. R. fourth sq. |
| 6. K. R. P. two sq. | 6. K. B. to Kt. second square. |

7. Q. P. two squares. 7. Q. P. one square.
 8. K. B. to K. second sq. 8. K. Kt. P. one sq.
 9. K. Kt. to K. sq. 9. K. Kt. to B. third sq.
 10. Q. Kt. to B. third square. 10. Q. to K. Kt. third sq.
 11. K. B. to Q. third sq. 11. K. Kt. to R. fourth square.
 12. Q. Kt. to Q. fifth sq. 12. K. Kt. checks.
 13. K. to Kt. square. 13. K. B. takes P. ch.
 14. K. to R. second sq. 14. Q. to K. R. fourth sq. and wins.

THIRD GAME.

*Black.**White.*

- | | |
|----------------------------------|--------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth square. | 3. Q. checks. |
| 4. K. to B. square. | 4. K. Kt. P. two sq. |
| 5. K. Kt. to B. third sq. | 5. Q. to K. R. fourth sq. |
| 6. K. R. P. two sq. | 6. K. B. to Kt. second square. |
| 7. Q. P. two squares. | 7. Q. P. one square. |
| 8. Q. Kt. to B. third sq. | 8. K. R. P. one sq. |
| 9. Q. Kt. to Q. fifth sq. | 9. K. to Q. square. |
| 10. K. B. to K. second square. | 10. Q. to K. Kt. third sq. |

11. K. P. one square. 11. Q. B. P. one sq.
 12. K. B. to Q. third sq. 12. Q. B. to K. B. fourth
 square.

White has a good game.

FOURTH GAME.

*Black.**White.*

- | | |
|-------------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares. |
| 2. K. B. P. two sq. | 2. P. takes P. |
| 3. K. B. to Q. B. fourth
square. | 3. Q. checks. |
| 4. K. to B. square. | 4. K. Kt. P. two sq. |
| 5. K. Kt. to B. third sq. | 5. Q. to K. R. fourth sq. |
| 6. K. R. P. two sq. | 6. K. B. to K. Kt.
second sq. |

FIRST ATTACK.

7. K. to Kt. square. 7. K. B. checks.

If he play K. to B. square, you should play Q. P. one square; but if—

- | | |
|-------------------------|----------------------------|
| 8. K. to R. second sq. | 8. K. Kt. P. one sq. |
| 9. Kt. takes B. | 9. K. Kt. P. checks. |
| 10. K. to R. third sq. | 10. Q. P. two sq. ch. |
| 11. Kt. to B. fifth sq. | 11. Q. takes Q. |
| 12. R. takes Q. | 12. K. Kt. to R. third sq. |

SECOND ATTACK.

7. Q. P. two squares. 7. Q. P. one square.
 8. K. R. to its second 8. Q. B. to K. Kt. fifth
 square. square.

If he take K. Kt. P. with K. R. P. you should take K. R.

9. K. to Kt. square. 9. P. takes P.
 10. Q. B. takes P. 10. P. to K. R. sixth sq.

White has the best of the game.

THIRD ATTACK.

7. K. R. to its second 7. K. Kt. P. one sq.
 square.
 8. K. Kt. to its fifth sq. 8. K. Kt. to K. R. third
 square.
 9. Q. P. two squares. 9. Q. P. two squares.

In the first place.

10. K. B. takes P. 10. K. Kt. P. one sq.
 11. Q. takes Q. or (A.) 11. P. takes K. R.
 12. B. takes K. B. P. ch. 12. K. to B. square.
 13. K. B. to K. sixth sq. 13. P. becomes a queen,
 checks, and wins.

(A.)

11. B. takes K. B. P. ch. 11. Q. takes K. B.
 12. K. Kt. takes Q. 12. Q. B. to K. Kt. fifth
 square.

If he take your Q. B. with Q. you will take his Q. and afterwards K. R. or K. Kt. If he remove the queen, you will take K. R. and then advance the pawn to queen, winning without difficulty.

In the second place.

10. K. B. to K. second 10. K. B. P. one sq.
square.

If he play K. Kt. to R. third square, you may either take K. R. P. or play the Gambit pawn one square. But if—

11. Q. B. takes P. 11. K. B. P. takes Kt.
12. K. R. P. takes P. 12. Q. to K. B. second
square.
13. K. Kt. P. one sq. 13. K. Kt. to its sq.

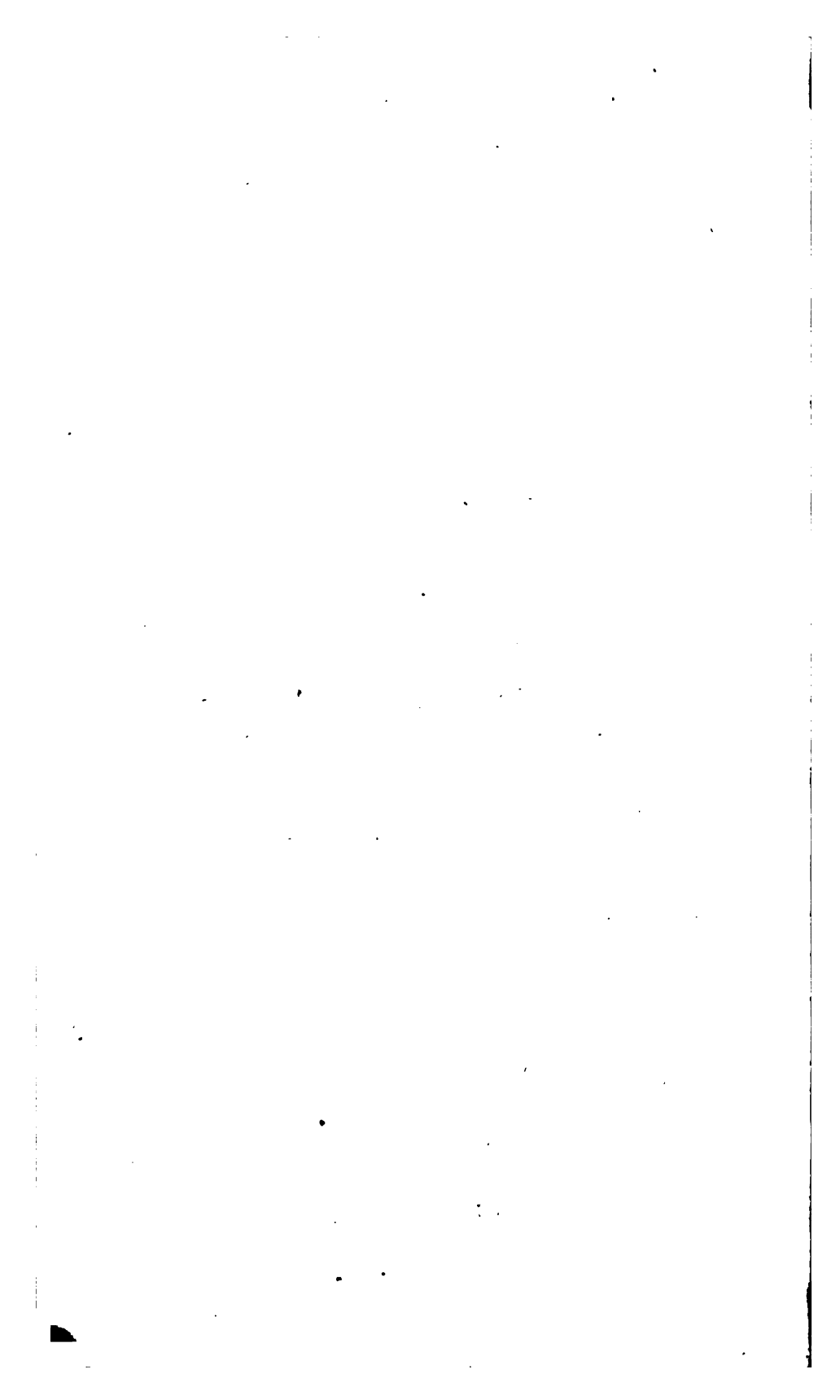
White has considerably the best of the play.

In the third place.

10. K. P. takes P. 10. K. Kt. P. one sq.
11. Q. to K. square, ch. 11. K. to Q. square.
12. K. R. to its square. 12. K. R. to K. square.

Whether he play K. B. to K. second square, or Q. to her second square, you should play K. Kt. to its fifth square, in order to check at K. R. seventh square, or at K. sixth square, having every way the best of the game.

FIFTH OPENING,
OR THE
QUEEN'S GAMBIT.



QUEEN'S GAMBIT.

FIRST GAME.

White.

Black.

- | | |
|-----------------------|-----------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two squares. | 3. Q. Kt. P. two sq. |
| 4. Q. R. P. two sq. | 4. Q. B. P. one sq. |
| 5. P. takes P. | 5. P. takes P. |
| 6. Q. Kt. P. one sq. | |

In the first place.

- | | |
|----------------------|---------------------------------|
| | 6. Q. B. to Q. R. third square. |
| 7. P. takes P. | 7. P. takes P. |
| 8. Q. R. takes Q. B. | 8. Q. Kt. takes Q. R. |
| 9. Q. checks. | 9. Q. to her second sq. |
| 10. Q. takes Q. Kt. | 10. Q. R. to Q. square. |
| 11. K. B. takes P. | |

If he take Q. P. he will lose the queen. If he play—

11. Q. R. to Q. B. sq.

12. K. B. to Q. Kt. fifth square. 12. Q. R. takes Q. B. ch. square.
 13. K. to Q. second square, and wins.

In the second place.

6. Q. Kt. P. one sq.
 7. P. takes P. 7. Q. R. P. two sq.
 8. Q. B. to K. B. fourth square.

If he play Q. Kt. to Q. second square, you should play Q. to Q. R. fourth square. But if—

8. Q. B. to Q. second square.
 9. K. B. to Q. third sq.

White's game is preferable to the Black's.

SECOND GAME.

White.

Black.

- | | |
|---------------------------|---------------------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two squares. | 3. K. P. two squares. |
| 4. P. takes P. | 4. Q. takes Q. |
| 5. K. takes Q. | 5. Q. Kt. P. two sq. |
| 6. Q. R. P. two sq. | 6. Q. B. P. one sq. |
| 7. P. takes P. | 7. P. takes P. |
| 8. Q. Kt. to B. third sq. | 8. Q. B. to Q. R. third square. |

9. Q. Kt. P. one sq. 9. Q. Kt. P. one sq.
 10. Q. Kt. to Q. fifth sq. 10. K. to Q. square.
 11. Q. B. to Q. second sq.

If he play K. B. to Q. B. fourth square, you should take Q. Kt. P. with Q. B. and if he take K. B. P. you play Q. B. to adv. K. B. square. But if—

11. Q. B. P. one sq.
 12. K. B. takes B.

If he take Q. B. you play K. B. to Q. Kt. seventh square. If he take K. B. with Q. Kt. you check with Q. B. winning a piece.

THIRD GAME.

White.

Black.

- | | |
|--------------------------------|--------------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two squares. | 3. K. P. two squares. |
| 4. P. takes P. | 4. Q. takes Q. |
| 5. K. takes Q. | 5. Q. B. to K. third sq. |
| 6. K. B. P. two sq. | 6. K. Kt. P. one sq. |
| 7. Q. Kt. to Q. second square. | 7. Q. Kt. P. two sq. |
| 8. Q. R. P. two sq. | 8. Q. B. P. one sq. |
| 9. P. takes P. | 9. P. takes P. |
| 10. Q. Kt. P. one sq. | |

13. K. B. takes P. 13. Kt. takes Kt.
14. K.B.takes Q.Kt.P. 14. Kt. to K. sixth sq.
checking.
15. B. takes B. 15. Kt. takes R.
16. K. to Kt. fourth sq. 16. Q.Kt. to B.third sq.

In the first place.

- 17. K. B. to Q. Kt. 17. Q. Kt. to Q. fifth sq.
seventh sq.**

If he take Q. R. you should play P. to K. B. sixth square, and afterwards one of the pawns to queen. If he play K. B. to Q. R. sixth square, you may take Q. B. P. &c. But if—

- | | |
|--------------------------------|---|
| 18. K. P. one square. | 18. Q. R. to Q. Kt. sq. |
| 19. K. B. to K. fourth square. | 19. Kt. to K. B. seventh sq. checking. |
| 20. K. takes P. | 20. Kt. takes B. |
| 21. K. takes Kt. | 21. Kt. takes Q. B. P. and wins easily. |

In the second place.

17. K. B. to Q. R. sixth square. 17. Q. Kt. to Q. fifth sq.
square.
18. Q. Kt. to Q. R. third square. 18. P. to K. B. sixth sq.
square.
19. K. B. to its square. 19. P. takes P.
20. B. takes P. 20. R. to K. Kt. square,
checks and wins.

SECOND ATTACK.

7. Q. P. two squares. 7. Q. P. one square.
 8. K. R. to its second 8. Q. B. to K. Kt. fifth
 square. square.

If he take K. Kt. P. with K. R. P. you should take K. R.

9. K. to Kt. square. 9. P. takes P.
 10. Q. B. takes P. 10. P. to K. R. sixth sq.

White has the best of the game.

THIRD ATTACK.

7. K. R. to its second 7. K. Kt. P. one sq.
 square.
 8. K. Kt. to its fifth sq. 8. K. Kt. to K. R. third
 square.
 9. Q. P. two squares. 9. Q. P. two squares.

In the first place.

10. K. B. takes P. 10. K. Kt. P. one sq.
 11. Q. takes Q. or (A.) 11. P. takes K. R.
 12. B. takes K. B. P. ch. 12. K. to B. square.
 13. K. B. to K. sixth sq. 13. P. becomes a queen,
 checks, and wins.

(A.)

11. B. takes K. B. P. ch. 11. Q. takes K. B.
 12. K. Kt. takes Q. 12. Q. B. to K. Kt. fifth
 square.

If he take your Q. B. with Q. you will take his Q. and afterwards K. R. or K. Kt. If he remove the queen, you will take K. R. and then advance the pawn to queen, winning without difficulty.

In the second place.

10. K. B. to K. second 10. K. B. P. one sq.
square.

If he play K. Kt. to R. third square, you may either take K. R. P. or play the Gambit pawn one square. But if—

11. Q. B. takes P. 11. K. B. P. takes Kt.
12. K. R. P. takes P. 12. Q. to K. B. second
square.
13. K. Kt. P. one sq. 13. K. Kt. to its sq.

White has considerably the best of the play.

In the third place.

10. K. P. takes P. 10. K. Kt. P. one sq.
11. Q. to K. square, ch. 11. K. to Q. square.
12. K. R. to its square. 12. K. R. to K. square.

Whether he play K. B. to K. second square, or Q. to her second square, you should play K. Kt. to its fifth square, in order to check at K. R. seventh square, or at K. sixth square, having every way the best of the game.

FIFTH OPENING,
OR THE
QUEEN'S GAMBIT.



QUEEN'S GAMBIT.

FIRST GAME.

White.

Black.

- | | |
|-----------------------|-----------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two squares. | 3. Q. Kt. P. two sq. |
| 4. Q. R. P. two sq. | 4. Q. B. P. one sq. |
| 5. P. takes P. | 5. P. takes P. |
| 6. Q. Kt. P. one sq. | |

In the first place.

- | | |
|----------------------|---------------------------------|
| | 6. Q. B. to Q. R. third square. |
| 7. P. takes P. | 7. P. takes P. |
| 8. Q. R. takes Q. B. | 8. Q. Kt. takes Q. R. |
| 9. Q. checks. | 9. Q. to her second sq. |
| 10. Q. takes Q. Kt. | 10. Q. R. to Q. square. |
| 11. K. B. takes P. | |

If he take Q. P. he will lose the queen. If he play—

11. Q. R. to Q. B. sq.

12. K. B. to Q. Kt. fifth 12. Q. R. takes Q. B. ch. square.
 13. K. to Q. second square, and wins.

In the second place.

6. Q. Kt. P. one sq.
 7. P. takes P. 7. Q. R. P. two sq.
 8. Q. B. to K. B. fourth square.

If he play Q. Kt. to Q. second square, you should play Q. to Q. R. fourth square. But if—

8. Q. B. to Q. second square.
 9. K. B. to Q. third sq.

White's game is preferable to the Black's.

SECOND GAME.

White.

Black.

- | | |
|---------------------------|---------------------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two squares. | 3. K. P. two squares. |
| 4. P. takes P. | 4. Q. takes Q. |
| 5. K. takes Q. | 5. Q. Kt. P. two sq. |
| 6. Q. R. P. two sq. | 6. Q. B. P. one sq. |
| 7. P. takes P. | 7. P. takes P. |
| 8. Q. Kt. to B. third sq. | 8. Q. B. to Q. R. third square. |

9. Q. Kt. P. one sq. 9. Q. Kt. P. one sq.
 10. Q. Kt. to Q. fifth sq. 10. K. to Q. square.
 11. Q. B. to Q. second sq.

If he play K. B. to Q. B. fourth square, you should take Q. Kt. P. with Q. B. and if he take K. B. P. you play Q. B. to adv. K. B. square. But if—

11. Q. B. P. one sq.
 12. K. B. takes B.

If he take Q. B. you play K. B. to Q. Kt. seventh square. If he take K. B. with Q. Kt. you check with Q. B. winning a piece.

THIRD GAME.

White.

Black.

- | | |
|--------------------------------|--------------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two squares. | 3. K. P. two squares. |
| 4. P. takes P. | 4. Q. takes Q. |
| 5. K. takes Q. | 5. Q. B. to K. third sq. |
| 6. K. B. P. two sq. | 6. K. Kt. P. one sq. |
| 7. Q. Kt. to Q. second square. | 7. Q. Kt. P. two sq. |
| 8. Q. R. P. two sq. | 8. Q. B. P. one sq. |
| 9. P. takes P. | 9. P. takes P. |
| 10. Q. Kt. P. one sq. | |

FIRST DEFENCE.

10. P. takes P.
 11. K. B. takes P. ch. 11. Q. Kt. to Q. second square.
 12. Q. R. to Q. Kt. sq. 12. Q. R. to Q. Kt. sq.
 13. K.B. to Q. R. fourth square. 13. K. to Q. square.
 14. K. B. takes P. 14. Q. Kt. to Q. B. fourth square.
 15. K. B. to Q. B. second square, and has the best of the game.

SECOND DEFENCE.

10. Q. B. P. one sq.
 11. K. B. takes P. ch. 11. Q. B. to Q. second square.
 12. B. takes B. 12. Q. Kt. takes B.
 13. Q. Kt. to its sq. 13. Q. R. to Q. B. sq.
 14. K. to Q. B. second square. 14. Q. Kt. to Q. B. fourth sq.
 15. Q. R. takes P. 15. Kt. takes K. P.
 16. K. Kt. to K. second square. 16. K. B. to Q. Kt. fifth square.
 17. Q. R. to Q. Kt. 17. K. B. to Q. R. fourth seventh sq. square.
 18. Q. Kt. P. one sq.

You have the best of the game, as you will afterwards win his Q. B. P.

THIRD DEFENCE.

- | | |
|---------------------------------|----------------------------------|
| | 10. Q. R. P. two sq. |
| 11. P. takes P. | 11. Q. Kt. P. one sq. |
| 12. K. Kt. to B. third sq. | 12. Q. Kt. to Q. B.
third sq. |
| 13. Q. R. to its fourth square. | |

The game is in favour of the White, who has a pawn more than the Black.

The error of the Black in this game is playing Q. B. to K. third square on the fifth move, instead of which he ought to play Q. Kt. to Q. second square.

DEFENCE,

THE BLACK HAVING THE FIRST MOVE.

FIRST GAME.

Black.

White.

- | | |
|-------------------------------------|--------------------------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two squares. | 2. P. takes P. |
| 3. K. P. two squares. | 3. K. P. two squares. |
| 4. P. takes P. | 4. Q. takes Q. |
| 5. K. takes Q. | 5. Q. Kt. to Q. second
square. |
| 6. K. B. P. two sq. | 6. Q. Kt. to Q. B. fourth
square. |
| 7. Q. Kt. to Q. B. third
square. | 7. Q. B. P. one sq. |

FIRST ATTACK.

8. K. B. takes P. 8. Q. Kt. P. two sq.
 9. K.B. to Q. Kt. third 9. Q. Kt. P. one sq.
 square.
 10. Q. Kt. removes. 10. Q. Kt. takes P.

White's game is at the least equal to the Black's.

SECOND ATTACK.

8. Q.B. to K. third sq. 8. Q. B. checks.

If he interpose K. B. you should check with Q. R. then take K. B. and afterwards play Q. Kt. P. two squares. If he play K. Kt. to B. third square, you should play Q. Kt. P. two squares. But if—

9. K. to Q. B. second 9. Q. Kt. takes P.
 square.
 10. Kt. takes Kt. 10. Q. B. to K. B. fourth
 square, and recovers the piece.

THIRD ATTACK.

8. Q.R.P. two squares. 8. Q. B. checks.
 9. K. Kt. to B. third sq. 9. Q. R. checks.
 10. K. to his square. 10. Q. B. takes Kt.
 11. P. takes Q. B. 11. Q. Kt. to its sixth sq.
 12. Q. R. to Q. Kt. sq. 12. Kt. takes Q. B.
 13. R. takes Kt. 13. K. B. to Q. B. fourth
 square.

In the first place.

- | | |
|---------------------------|---------------------------------|
| 14. P. to K. B. fifth sq. | 14. B. to Q. fifth sq. |
| 15. P. to K. sixth sq. | 15. P. takes P. |
| 16. P. takes P. | 16. K. Kt. to K. second square. |

If he take the pawn with K. B. you should play Kt. to its third square, then K. to his second square, and afterwards Kt. to K. B. square, or K. B. fifth square, winning the pawn at K. third square.

In the second place.

- | | |
|--------------------------|---------------------------|
| 14. Kt. to K. second sq. | 14. Q. Kt. P. two sq. |
| 15. P. takes P. | 15. P. takes P. |
| 16. Q. Kt. P. one sq. | 16. K. B. to K. sixth sq. |

If he play R. to Q. Kt. square, you should play P. to Q. B. sixth square, and afterwards another square, &c. But if—

- | | |
|-----------------------------------|---------------------------------|
| 17. Q. R. to Q. B. second square. | 17. K. Kt. to K. second square. |
|-----------------------------------|---------------------------------|

If he play P. to K. B. fifth square, you should play Kt. to Q. B. third square, and if he then play P. to K. B. fourth square, you play Kt. to Q. fifth square, &c. But if—

- | | |
|-----------------|---------------------------------|
| 18. P. takes P. | 18. P. takes P. |
| 19. R. takes P. | 19. Kt. to K. Kt. third square. |

20. R. to Q. R. fourth square. 20. R. to Q. Kt. square.
square.

White has a good game.

SECOND GAME.

Black.

White.

- | | |
|-----------------------------------|--------------------------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. P. two sq. | 2. P. takes P. |
| 3. K. P. two squares. | 3. K. P. two squares. |
| 4. P. takes P. | 4. Q. takes Q. |
| 5. K. takes Q. | 5. Q. Kt. to Q. second
square. |
| 6. K. B. P. two sq. | 6. Q. Kt. to Q. B. fourth
square. |
| 7. Q. Kt. to Q. second
square. | 7. Q. B. to Q. second
square. |

FIRST ATTACK.

- | | |
|-----------------------------------|---------------------------|
| 8. K. Kt. P. one sq. | 8. Q. B. to its third sq. |
| 9. K. B. to Kt. second
square. | 9. K. B. P. one sq. |

Black must either lose a pawn or have one doubled on the king's file, for if he take the pawn you retake with K. Kt.

SECOND ATTACK.

- | | |
|-------------------------------------|---------------------------|
| 8. K. Kt. to K. R. third
square. | 8. Q. B. to its third sq. |
|-------------------------------------|---------------------------|

9. K. Kt. to B. second 9. Q. Kt. P. two sq.
square.

White has a better position than the Black.

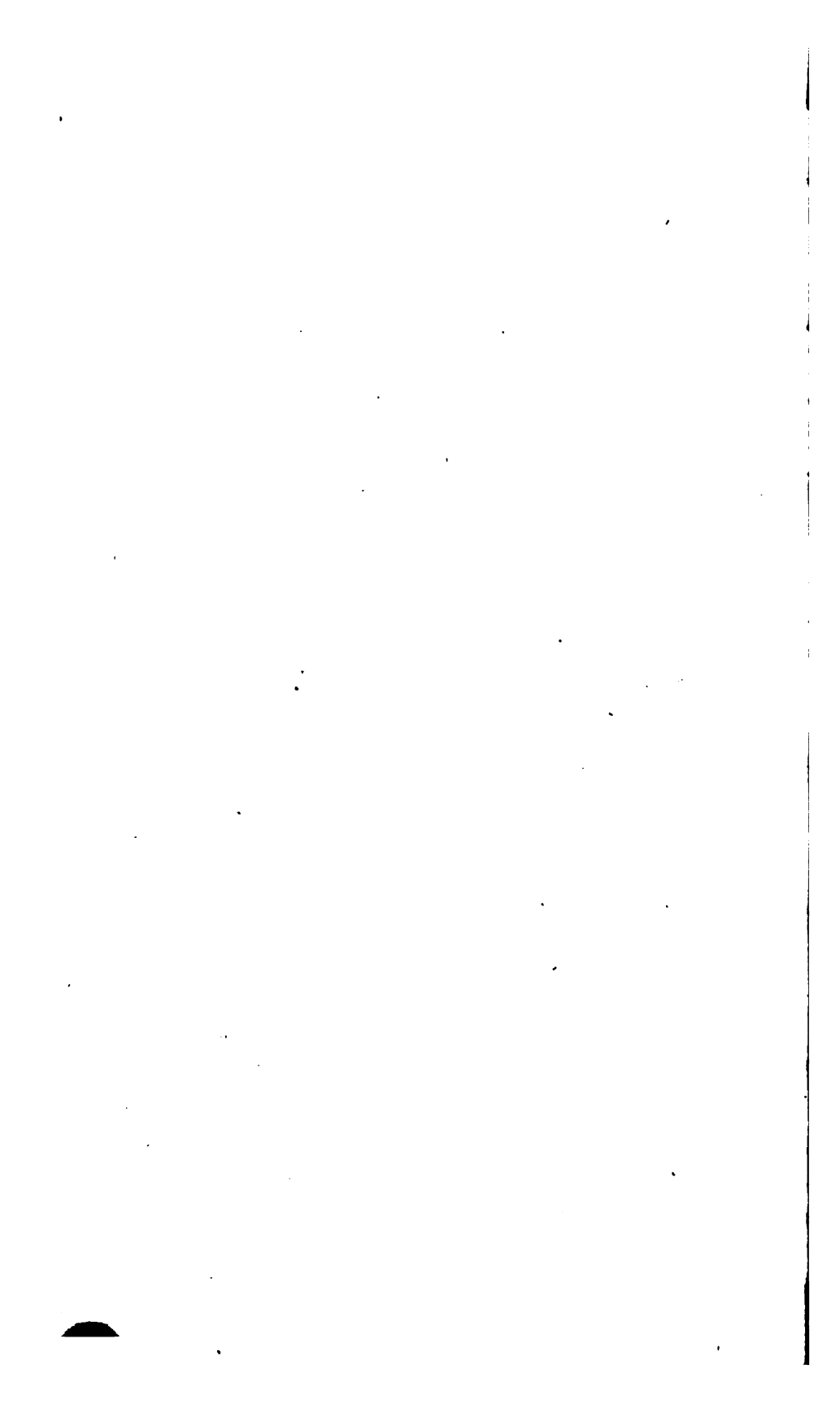
THIRD ATTACK.

8. K. B. takes P. 8. Q. B. to its third sq.
9. K. B. to Q. fifth sq. 9. B. takes B.
10. P. takes B. 10. Q. R. to Q. square.

You will recover the pawn with a good position. If, instead of either of the above methods of attack, Black had played on the eighth move K. Kt. to K. second square, you would have checked with Q. B. at Q. R. fifth square, winning the game.



IRREGULAR OPENINGS.



IRREGULAR OPENINGS.

HAVING thus gone through the regular openings, there remains only to touch upon a few irregular ones ; these are seldom played, because they are generally dull and uninteresting ; one of them, however, namely, that in which the second player moves K. P. *one* square only instead of two squares is deserving of more consideration than the others ; we shall therefore proceed to examine this opening.

FIRST GAME.

White.

Black.

1. K. P. two squares. 1. K. P. one square.

The best move for the White is to play K. B. P. two squares, as will be shown in a subsequent game ; but as most persons unacquainted with this opening would play Q. P. two squares, I shall suppose you to make that move which you will observe is in many cases accompanied with danger.

2. Q. P. two squares. 2. Q. P. two squares.

You might now take his pawn with yours, and the game would be quite equal. But if—

- | | |
|----------------------|--------------------------|
| 3. K. P. one square. | 3. Q. B. P. two sq. |
| 4. K. B. checks. | 4. Q.Kt. to B. third sq. |

In the first place.

- | | |
|---------------------------------|-----------------------------------|
| 5. K. B. takes Kt. ch. | 5. P. takes B. |
| 6. Q. B. P. one sq. | 6. Q. to Q.Kt. third sq. |
| 7. K. Kt. to B. third square. | 7. Q. B. to Q. R. third square. |
| 8. Q. Kt. to Q. second square. | 8. P. takes P. |
| 9. P. takes P. | 9. Q. B. P. one square. |
| 10. Q. Kt. to its third square. | 10. P. takes P. |
| 11. K. Kt. takes P. | 11. K. B. checks. |
| 12. Q. B. to Q. second square. | 12. K. Kt. to K. second square. |
| 13. K. Kt. to K. second square. | 13. K. Kt. to Q. B. third square. |
| 14. K. B. P. two sq. | 14. Q. to K. sixth sq. |

Black has a fine position.

In the second place.

- | | |
|---------------------------|-------------------------------|
| 5. Q. B. P. one square. | 5. Q. to Q. Kt. third sq. |
| 6. K. B. takes Kt. ch. | 6. P. takes B. |
| 7. K. B. P. two sq. | 7. P. takes P. |
| 8. P. takes P. | 8. Q. B. P. one square. |
| 9. K. Kt. to B. third sq. | 9. Q. B. to Q. second square. |

10. Castles, or (A.) 10. P. takes P.
 11. Kt. takes P. 11. K.B. to Q.B. fourth
 square.
 12. Q.B. to K. third sq. 12. Q. takes Q. Kt. P.
 and wins.

(A.)

10. Q. Kt. to Q.B. third 10. K. Kt. to R. third sq.
 square.

If you were to castle he would take your pawn with his, and you could not retake without losing a piece. But if—

11. Q. Kt. P. one sq. 11. K. Kt. to K. B. fourth
 square.
 12. Q. Kt. to K. second 12. P. takes P.
 square.
 13. K. Kt. takes P. 13. K. B. checks.
 14. K. to B. square. 14. Kt. takes Kt.

If you take the knight with the queen, he will exchange queens, and then play K. B. to Q. B. sixth square; but if you take the knight with your knight, he will play K. B. to Q. B. sixth square, winning either Q. R. or Q. Kt.

SECOND GAME.

White.

Black.

- | | |
|-----------------------|-----------------------|
| 1. K. two squares. | 1. K. P. one square. |
| 2. Q. P. two squares. | 2. Q. P. two squares. |

3. *K. P. one square.* 3. *Q. B. P. two squares.*
 4. *Q. B. P. one square.* 4. *Q. Kt. to Q. B. third square.*
 5. *K. B. P. two squares.* 5. *Q. to Q. Kt. third sq.*
 6. *K. Kt. to B. third sq.]* 6. *Q. B. to Q. second square.*

If you play *Q. Kt. to R. third square*, he will take *Q. P.* and afterwards *Q. Kt.* with *K. B.*

7. *K. B. to K. second sq.*

FIRST DEFENCE.

7. *K. Kt. to R. third sq.*

If you castle, he exchanges pawns, and then plays *K. Kt. to K. B. fourth square*, winning a pawn.

8. *Q. Kt. P. one sq.* 8. *P. takes P.*
 9. *P. takes P.* 9. *K. B. checks.*

You cannot interpose either *Kt.* or *B.* without losing a pawn. If you move *K. to B. square*, he will play *Kt. to K. B. fourth square*. If you play *K. to B. second square*, he will play *Q. R. to Q. B. square*, threatening to take *Q. P.* and afterwards *Q. B.*; your position is decidedly inferior to the Black's.

SECOND DEFENCE.

7. *Q. R. to Q. B. sq.*

In the first place.

8. *Castles.* 8. *P. takes P.*

If you take the pawn with K. Kt. he will play K. B. to Q. B. fourth square ; and if you then play Q. B. to K. third square, you will lose Q. Kt. P. ; therefore—

- | | |
|---------------------------|-----------------------------------|
| 9. P. takes P. | 9. Kt. takes P. |
| 10. Kt. takes Kt. | 10. K. B. to Q. B. fourth square. |
| 11. Q. B. to K. third sq. | 11. Q. takes Q. Kt. P. |

Black recovers the piece with a better game.

In the second place.

- | | |
|-------------------------|---|
| 8. Q. Kt. P. one sq. | 8. P. takes P. |
| 9. P. takes P. (A.) | 9. K. B. checks. |
| 10. K. to B. second sq. | 10. Kt. takes Q. P. |
| 11. Kt. takes Kt. | 11. Q. R. takes Q. B. |
| 12. Q. takes R. | 12. Q. takes Kt. checks, and wins Q. R. |

(A.)

- | | |
|--|------------------------------|
| 9. Kt. takes P. | 9. Kt. takes Kt. |
| 10. P. takes Kt. | 10. K. B. checks. |
| 11. K. to B. square, or to B. second sq. | 11. Q. R. takes Q. B. |
| 12. Q. takes R. | 12. Q. takes Q. P. and wins. |

In the third place.

- | | |
|-------------------------|--------------------------------|
| 8. Q. R. P. one square. | 8. K. B. P. one square. |
| 9. Q. Kt. P. two sq. | 9. P. takes Q. P. |
| 10. Q. B. P. takes P. | 10. K. B. to K. second square. |

- | | |
|----------------------|---------------------|
| 11. Castles. | 11. P. takes P. |
| 12. P. takes P. | 12. Kt. takes K. P. |
| 13. Kt. takes Kt. | 13. R. takes Q. B. |
| 14. Q. takes R. | 14. Q. takes P. ch. |
| 15. K. to R. square. | 15. Q. takes Kt. |

Black has the best of the game.

THIRD GAME.

White.

Black.

- | | |
|--------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. one square. |
| 2. Q. P. two squares. | 2. Q. P. two squares. |
| 3. K. P. one square. | 3. Q. B. P. two sq. |
| 4. Q. B. P. one square. | 4. Q. Kt. to Q. B. third square. |
| 5. Q. B. to K. third sq. | 5. Q. to Q. Kt. third square. |

In the first place.

- | | |
|----------------------|------------------|
| 6. Q. Kt. P. one sq. | 6. P. takes P. |
| 7. P. takes P. | 7. K. B. checks. |

As the White must move the king or lose a pawn, the position is in favor of the Black.

In the second place.

- | | |
|-------------------------|-------------------------------|
| 6. Q. to her second sq. | 6. Q. B. to Q. second square. |
| 7. K. B. P. two sq. | 7. Q. R. to Q. B. sq. |

- | | |
|--------------------------|-----------------------------|
| 8. K.Kt. to B. third sq. | 8. K.Kt. to R. third sq. |
| 9. K.B. to Q. third sq. | 9. P. takes P. |
| 10. P. takes P. | 10. Q. Kt. to its fifth sq. |

If you play Q. Kt. P. one square, he will win either your queen or K. R. by checking with his K. R.

- | | |
|-----------------|--|
| 11. Castles. | 11. Q. Kt. takes B. |
| 12. Q. takes B. | 12. Q. B. to Q. Kt. fourth sq. and wins. |

FOURTH GAME.

White.

Black.

- | | |
|----------------------------------|----------------------------------|
| 1. K. P. two squares. | 1. K. P. one square. |
| 2. Q. P. two squares. | 2. Q. P. two squares. |
| 3. K. P. one square. | 3. Q. B. P. two squares. |
| 4. Q. B. P. one square. | 4. Q. Kt. to Q. B. third square. |
| 5. K. B. to Q. Kt. fifth square. | 5. Q. to Q. Kt. third square. |
| 6. K. B. takes Kt. | 6. P. takes B. |
| 7. K. B. P. two sq. | 7. P. takes P. |
| 8. P. takes P. | 8. P. to Q. B. fourth sq. |
| 9. K.Kt. to B. third sq. | 9. Q. B. to Q. second square. |
| 10. Q. Kt. to B. third square. | 10. K. Kt. to R. third sq. |

- | | |
|---------------------------------|---|
| 11. Castles. | 11. K. Kt. to B. fourth square. |
| 12. Q. Kt. to K. second square. | 12. P. takes P. |
| 13. Kt. takes P. | 13. K. B. to Q. B. fourth sq. and wins. |
-

FIFTH GAME.

*White.**Black.*

- | | |
|----------------------------------|-----------------------------------|
| 1. K. P. two squares. | 1. K. P. one square. |
| 2. Q. P. two squares. | 2. Q. P. two squares. |
| 3. K. P. one square. | 3. Q. B. P. two sq. |
| 4. Q. B. P. one sq. | 4. Q. Kt. to B. third sq. |
| 5. K. Kt. to B. third sq. | 5. Q. to Q. Kt. third sq. |
| 6. K. B. to Q. third sq. | 6. Q. B. to Q. second square. |
| 7. K. B. to Q. B. second square. | 7. Q. R. to Q. B. sq. |
| 8. Castles. | 8. K. B. P. one sq. |
| 9. Q. Kt. P. one sq. | 9. Q. B. P. takes P. |
| 10. P. takes P. | 10. P. takes P. |
| 11. P. takes P. | 11. K. B. to Q. B. fourth square. |
| 12. K. Kt. to its fifth sq. | |

FIRST DEFENCE.

12. K. Kt. to its second square.

13. Q. checks. 13. K. Kt. P. one sq.
14. K. B. takes P. ch. 14. K. Kt. takes B.
15. K. Kt. takes K. R. P. and wins.

SECOND DEFENCE.

- | | |
|-----------------------------------|---------------------------------|
| 13. Q. checks. | 12. Q. Kt. takes P. |
| 14. K. B. takes P. ch. | 13. K. Kt. P. one sq. |
| 15. Kt. takes K. R. P. | 14. Kt. takes B. |
| | 15. K. Kt. to K. second square. |
| 16. Q. B. to K. Kt. fifth square. | 16. K. B. to Q. fifth sq. |
| 17. B. takes Kt. | 17. K. takes B. |
| 18. Q. takes Kt. | 18. Q. R. to K. Kt. sq. |

Black has evidently the best of the game.

SIXTH GAME.

White.

Black.

- | | |
|-----------------------|-----------------------|
| 1. K. P. two squares. | 1. K. P. one square. |
| 2. K. B. P. two sq. | 2. Q. P. two squares. |
| 3. K. P. one square. | 3. Q. B. P. two sq. |

In the first place.

4. Q. B. P. one sq. 4. Q. Kt. to Q.B. third square.
5. K. B. to Q. third sq. 5. Q. to Q. Kt. third sq.

- | | |
|----------------------------------|------------------------------------|
| 6. K. B. to Q. B. second square. | 6. Q. B. P. one sq. |
| 7. K. Kt. to B. third sq. | 7. K. B. to Q. B. fourth square. |
| 8. Q. to K. second sq. | 8. K. Kt. to R. third sq. |
| 9. Q. Kt. P. two sq. | 9. P. takes P. <i>en passant</i> . |
| 10. R. P. takes P. | 10. K. Kt. to its fifth sq. |
| 11. Q. P. two squares. | 11. K. B. to K. second sq. |
| 12. Castles. | 12. Castles. |

There is little difference in the game.

In the second place.

- | | |
|-------------------------------|----------------------------------|
| 4. K. B. checks. | 4. Q. Kt. to Q. B. third square. |
| 5. K. B. takes Kt. ch. | 5. P. takes B. |
| 6. Q. B. P. two sq. | 6. Q. B. to R. third sq. |
| 7. Q. to Q. R. fourth square. | 7. Q. to Q. Kt. third sq. |
| 8. Q. Kt. to R. third sq. | |

The position is rather in favor of the White.

SEVENTH GAME.

White.

Black.

- | | |
|-----------------------|-----------------------|
| 1. K. P. two squares. | 1. K. P. one square. |
| 2. K. B. P. two sq. | 2. Q. P. two squares. |
| 3. K. P. one square. | 3. Q. B. P. two sq. |

- | | |
|---------------------------------|----------------------------------|
| 4. K. Kt. to B. third sq. | 4. Q. P. one square. |
| 5. Q. P. one square. | 5. Q. Kt. to B. third sq. |
| 6. K. B. to K. second square. | 6. K. Kt. to K. R. third square. |
| 7. Castles. | 7. K. B. to K. second square. |
| 8. Q. B. P. one sq. | 8. Castles. |
| 9. P. takes P. | 9. P. takes P. |
| 10. Q. Kt. to Q. second square. | 10. K. B. P. two sq. |

The game is about equal.

EIGHTH GAME.

White.

Black.

- | | |
|---------------------------|-------------------------------|
| 1. K. P. two squares. | 1. K. P. one square. |
| 2. K. B. P. two sq. | 2. Q. P. two squares. |
| 3. K. P. one square. | 3. Q. B. P. two sq. |
| 4. K. Kt. to B. third sq. | 4. Q. Kt. to B. third sq. |
| 5. Q. B. P. one sq. | 5. Q. to K. Kt. third sq. |
| 6. K. B. to Q. third sq. | 6. Q. B. to Q. second square. |
| 7. B. to Q. B. second sq. | |

In the first place.

- | | |
|----------------------|-----------------------|
| | 7. Q. R. to Q. B. sq. |
| 8. Q. P. one square. | 8. K. B. P. one sq. |

- | | |
|----------------------|-------------------------------|
| 9. Castles. | 9. K. B. to K. second square. |
| 10. K. to R. square. | 10. K. Kt. to R. third sq. |

There is little difference in the game.

In the second place.

- | | |
|------------------------|---------------------------------|
| | 7. K. B. P. one sq. |
| 8. Castles. | 8. P. takes P. |
| 9. P. takes P. | 9. K. Kt. to R. third sq. |
| 10. K. to R. square. | 10. K. Kt. to B. second square. |
| 11. Q. P. two squares. | 11. P. takes P. |
| 12. P. takes P. | |

White has rather the best of the game.

NINTH GAME.

Black.

White.

- | | |
|---------------------------|-----------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. Kt. to B. third sq. | 2. Q. B. P. two sq. |

In the first place.

- | | |
|-----------------------------------|-----------------------|
| 3. P. takes P. | 3. Q. P. one square. |
| 4. Q. Kt. to K. fourth square. | 4. K. B. P. two sq. |
| 5. Q. Kt. to K. Kt. third square. | 5. K. P. two squares. |

If he play Q. B. P. one square, you should take the P. with K. B. and on his taking your Q. P. you first check with K. B. and then take the P. with the Q.

- | | |
|---------------------------------|------------------------------|
| 6. Q. Kt. P. two sq. | 6. Q. Kt. P. one sq. |
| 7. Q. B. to Q. R. third square. | 7. P. takes P. |
| 8. P. takes P. | 8. Q. checks, and wins Q. B. |

In the second place.

- | | |
|----------------------------------|----------------------------------|
| 3. Q. B. to K. B. fourth square. | 3. K. P. one square. |
| 4. K. P. one square. | 4. Q. B. P. one sq. |
| 5. Q. Kt. P. one sq. | 5. K. B. to Q. Kt. fifth square. |
| 6. K. Kt. to K. second square. | 6. Q. to Q. R. fourth sq. |
| 7. Q. to her second sq. | 7. K. Kt. to B. third sq. |
| 8. K. B. P. one sq. | 8. Q. Kt. P. one sq. |
| 9. P. takes P. | 9. Q. B. to R. third sq. |

White's position is very superior to the Black's.

TENTH GAME.

Black.

White.

- | | |
|----------------------------------|-----------------------|
| 1. Q. P. two squares. | 1. Q. P. two squares. |
| 2. Q. B. to K. B. fourth square. | 2. Q. B. P. two sq. |

If he take the pawn, you play Q. Kt. to B. third square, in order afterwards to advance K. P. two squares. But if—

- | | |
|---------------------------------|---|
| 3. Q. B. takes Q. Kt. | 3. Q. R. takes B. |
| 4. K. P. one square. | 4. K. P. one square. |
| 5. Q. B. P. one sq. | 5. Q. Kt. P. one sq. |
| 6. Q. checks. | 6. B. to Q. second sq. |
| 7. Q. takes Q. R. P. | 7. Q. B. P. one sq. |
| 8. Q. Kt. P. two sq. | 8. Q. R. to its square. |
| 9. Q. to Q. Kt. seventh square. | 9. K. Kt. to K. second sq. winning the Q. in a few moves. |
-

ELEVENTH GAME.

*Black.**White.*

- | | |
|---------------------------|----------------------------------|
| 1. K. B. P. two sq. | 1. Q. P. two squares. |
| 2. K. Kt. to B. third sq. | 2. Q. B. to K. Kt. fifth square. |
| 3. Kt. to K. fifth sq. | 3. Q. B. to K. B. fourth square. |
| 4. K. Kt. P. two sq. | 4. K. P. one square. |

If he play K. R. P. two squares, you should move Q. B. to K. fifth square, and afterwards K. B. to K. second square.

- | | |
|----------------------|---------------------|
| 5. K. Kt. P. one sq. | 5. K. B. P. one sq. |
|----------------------|---------------------|

FIRST DEFENCE.

- | | |
|---------------------------|---------------------------|
| 6. P. takes P. | 6. Q. takes P. |
| 7. K. Kt. to B. third sq. | 7. B. to K. Kt. fifth sq. |

White has the best of the position, for if Black play K. P. one square, you will advance K. P. winning a pawn at the least.

SECOND DEFENCE.

6. Kt. to K.B. third sq. 6. P. takes P.
7. Kt. takes P. 7. K.B. to K. second sq.

In the first place.

8. K. R. P. two sq. 8. K. R. P. one sq.
9. K. Kt. to B. third sq. 9. Q. B. to K. fifth sq.

You afterwards take his K. Kt. having much the best of the game.

In the second place.

8. Q. P. one square. 8. K. R. P. one sq.
9. Kt. to K.B. third sq. 9. K. B. to R. fifth sq.
checking.
10. Kt. takes B. 10. Q. takes Kt. ch.
11. K. to Q. second sq. 11. Q. takes K. B. P. ch.

White has the best of the game.

TWELFTH GAME.

Black.

White.

- | | |
|---------------------------|-----------------------|
| 1. Q. B. P. two sq. | 1. K. P. two squares. |
| 2. Q. Kt. to B. third sq. | 2. K. B. P. two sq. |
| 3. Q. P. two squares. | 3. K. P. one square. |

- | | |
|----------------------|--------------------------|
| 4. Q. P. one square. | 4. Q. B. P. one sq. |
| 5. Q. P. one square. | 5. Q. to K. B. third sq. |
| 6. Q. B. P. one sq. | 6. Q. Kt. P. one sq. |

If he were to play Q. B. to K. third square, you should play Q. Kt. to R. third square.

- | | |
|--------------------------------|------------------------|
| 7. P. takes P. | 7. P. takes P. |
| 8. Q. Kt. to R. fourth square. | 8. K. B. takes P. |
| 9. Kt. takes Q. Kt. P. | 9. K. B. checks. |
| 10. Q. B. to Q. second square. | 10. Q. takes Q. Kt. P. |
| 11. Kt. takes R. | 11. B. takes B. ch. |
| 12. Q. takes B. | 12. Q. takes R. ch. |
| 13. Q. to her square. | 13. Q. takes Q. R. P. |

If he play Q. to her fourth square, you should check with Q. at R. fourth square, and afterwards play K. Kt. to B. third square, having an excellent game.

- | | |
|-------------------------|---------------------------------|
| 14. Kt. checks. | 14. K. to Q. square. |
| 15. Q. to her sixth sq. | 15. K. Kt. to K. second square. |

You will afterwards win the knight, by checking and attacking it with the queen.

METHOD OF WINNING WITH A QUEEN AGAINST A ROOK.

THE queen wins the game against the rook from any general position ; it requires, however, some care in playing the queen so as not to give a stalemate. The object of the player having the queen, should be to force the other party to move his rook to a distance from the king, that the queen by a divergent check may win the rook or checkmate ; of course the adversary must, in order to protract the game, keep the king and rook as much together as possible ; it is also necessary to force the king to the side of the board.

I shall show you the method of compelling the adverse king to the side of the board, and afterwards shall give a few other positions in some of which if Black were to begin he could draw the game.

FIRST POSITION.

White.

King at his square.
Queen at her square.

Black.

King at K. sixth square.
Rook at Q. sixth square.

White.

1. Q. to K. Kt. fourth square.

Black.

1. R. to Q. fifth sq.

By moving your queen, you compel him to play the rook, and his only chance of protracting the game, as I have already observed, is to keep his king and rook together. If he had played R. to Q. B. sixth square, your proper move would have been Q. to K. second square, checking, and as he is then obliged to play K. to Q. fifth square, you should play K. to Q. second square.

2. Q. to K. Kt. third sq. 2. K. to his fifth sq. .
checking.

3. K. to his second sq. 3. K. to Q. fourth sq.
(A.)

It would be wrong for you now to play K. to his third square, because he would check you with R. at K. fifth square, and repeat it at Q. fifth square, if you played K. to Q. third square, compelling you to lose moves.

4. Q. to Q. B. third square. 4. K. to his fifth sq.
(B.)

5. Q. to K. B. third sq. 5. K. to his fourth sq.
checking.

6. K. to his third sq. 6. R. to Q. fourth sq.
(C.) (D.) (E.)

7. Q. to K. B. fourth sq. 7. K. to his third sq.
checking.

8. K. to his fourth sq. 8. R. to Q. third sq.

9. Q. to K. B. fifth sq. 9. K. to his second sq.
checking.

10. K. to his fifth sq. 10. R. to Q. second sq.

11. Q. to K.B. sixth sq. 11. K. to his square.
checking.

If you were now inadvertently to play K. to adv. K. third square, Black would draw the game, by checking with R. at Q. third square.

12. Q. to adv. K.R. sq. 12. K. to his second sq.
checking.

If he had played K. to K. B. second square, your proper move would have been Q. to adv. Q.B. square.

13. Q. to adv. K. Kt. 13. R. to adv. Q. sq.
square.

14. Q. to K. Kt. fifth sq. 14. K. to K. B. square.
checking.

15. Q. to K.B. fourth sq. 15. K. to his second sq.
checking.

16. Q. to K. R. fourth 16. K. to K. B. square.
sq. checking.

17. Q. to Q. Kt. fourth 17. K. to his square.
sq. checking.

18. Q. to Q. R. fourth 18. R. to Q. second sq.
sq. checking.

19. K. to his sixth square, and wins the rook
the next move.

(A.)

1. Q. to K. Kt. fourth 1. R. to Q. fifth sq.
square.

2. *Q. to K. Kt. third sq.* 2. *K. to his fifth square.*
checking.
 3. *K. to his second sq.* 3. *R. to Q. fourth sq.*
 4. *Q. to K. Kt. fourth* 4. *K. to his fourth sq.*
sq. checking.
 5. *K. to his third sq. &c.*

(B.)

1. *Q. to K. Kt. fourth* 1. *R. to Q. fifth sq.*
square.
 2. *Q. to K. Kt. third sq.* 2. *K. to his fifth sq.*
checking.
 3. *K. to his second sq.* 3. *K. to Q. fourth sq.*
 4. *Q. to Q. B. third sq.* 4. *R. to Q. B. fifth sq.*
 5. *Q. to Q. Kt. third* 5. *K. to Q. fifth sq.*
square.
 6. *Q. to K. third sq.* 6. *K. to Q. fourth sq.*
checking.
 7. *K. to Q. third sq. &c.*

(C.)

1. *Q. to K. Kt. fourth* 1. *R. to Q. fifth sq.*
square.
 2. *Q. to K. Kt. third sq.* 2. *K. to his fifth sq.*
checking.
 3. *K. to his second sq.* 3. *K. to Q. fourth sq.*
 4. *Q. to Q. B. third sq.* 4. *K. to his fifth sq.*
 5. *Q. to K. B. third sq.* 5. *K. to his fourth sq.*
checking.

6. K. to his third sq. 6. R. to Q. B. fifth sq.
 7. Q. to K. R. fifth sq. 7. K. to Q. third sq.
 checking.
 8. K. to Q. third sq.

If Black were now to play R. to K. B. fifth square, you would win it by playing Q. to K. R. second square and then K. to his third square. Suppose he play—

8. R. to Q. Kt. fifth sq.
 9. Q. to K. Kt. sixth 9. K. to Q. B. fourth sq.
 sq. checking.
 10. Q. to K. B. fifth sq. 10. K. to Q. B. third sq.
 checking.

Your object must now be to force his rook to move from the rank on which he at present stands, in order that your king may approach his, for it is absolutely necessary that your king should co-operate with the Queen.

11. K. to Q. B. third sq. 11. R. to Q. R. fifth sq.

In order to continue on the same rank, he is obliged to play the rook either to this square, or to K. R. fifth square; but if the latter, you would check his king at K. B. sixth square, and then take the rook.

12. Q. to K. sixth sq. 12. K. to Q. B. fourth
 checking. square.
 13. Q. to K. fifth sq. ch. 13. K. to Q. Kt. third sq.

If he had played K. to Q. B. third square, you would have checked at adv. K. square, and then have taken his rook.

14. K. to Q. Kt. third square. 14. R. to Q. R. fourth square.
 15. Q. to her sixth sq. checking. 15. K. to Q. Kt. fourth square.
 16. Q. to Q. Kt. fourth sq. checking. 16. K. to Q. R. third sq.
 17. K. to Q. B. fourth square.

FIRST DEFENCE.

17. R. to K. B. fourth sq.
 18. Q. to her sixth sq. checking. 18. K. to Q. R. fourth square.
 19. Q. to adv. Q. sq. ch.

If Black now move K. to Q. R. third square, you will play Q. to adv. Q. B. square ; if he play K. to Q. R. fifth square, you will play Q. to adv. Q. second square, &c.

SECOND DEFENCE.

17. R. to K. Kt. fourth square.
 18. Q. to her sixth sq. checking. 18. K. to Q. R. fourth square.
 19. Q. to adv. Q. sq. checks, and wins the rook.

THIRD DEFENCE.

17. R. to K. R. fourth sq.
 18. Q. to her sixth sq. ch.

If he were to play K. to Q. R. fourth square, you should play Q. to K. B. sixth square, as below, on the twenty-first move ; but if he play—

18. K. to Q. R. second square.
 19. Q. to K. seventh sq. 19. K. to Q. R. third sq. checking.
 20. Q. to K. sixth sq. 20. K. to Q. R. fourth square. checking.
 21. Q. to K. B. sixth sq.

In the first place.

21. R. to Q. Kt. fourth square.
 22. Q. to adv. Q. sq. ch. 22. K. to Q. R. third sq.

If he had played K. to Q. R. fifth square, you would have won his rook, by playing Q. to adv. Q. second square.

23. Q. to adv. Q. R. sq. 23. K. to Q. Kt. third square. checking.
 24. Q. to adv. Q. Kt. sq. checks, and afterwards takes the rook.

In the second place.

21. R. to K. R. seventh sq.
 22. Q. to K. fifth sq. ch. 22. K. to Q. R. third sq.
 23. Q. takes rook.

In the third place.

21. R. to adv. K. R. sq.
 22. Q. to adv. Q. sq. ch. 22. K. to Q. R. third sq.
 23. Q. to adv. Q. R. sq. &c.

It need hardly be remarked, that if he had played K. to Q. R. fifth square, on the twenty-second move, you would have checkmated him at Q. R. square.

(D.)

1. Q. to K. Kt. fourth sq. 1. R. to Q. fifth sq.
 2. Q. to K. Kt. third sq. 2. K. to his fifth sq.
 checking.
 3. K. to his second sq. 3. K. to Q. fourth sq.
 4. Q. to Q. B. third sq. 4. K. to his fifth sq.
 5. Q. to K. B. third sq. 5. K. to his fourth sq.
 checking.
 6. K. to his third sq. 6. R. to Q. Kt. fifth sq.
 7. Q. to K. R. fifth sq. 7. K. to Q. third sq.
 checking.
 8. Q. to K. Kt. sixth sq. 8. K. to his fourth sq.
 checking.
 9. Q. to K. Kt. fifth sq. 9. K. to his third sq.
 checking.
 10. Q. to Q. B. fifth sq. 10. R. to K. R. fifth sq.
 11. Q. to adv. Q. B. sq. ch.

In the first place.

11. K. to his second sq.

12. Q. to K. B. fifth sq.

If he move the king, you will win his rook in three moves at most. If he play R. to K. R. square, to adv. K. R. second square, or to adv. K. R. square, you win the rook by a divergent check in two moves. If he play R. to Q. B. fifth square, he loses the rook in four moves; if to Q. Kt. fifth square, he loses it in two moves; he must therefore play—

12. R. to K. R. third sq.

or (E.)

13. Q. to K. Kt. fifth sq. 13. R. to K. B. third sq.
checking.

14. K. to his fourth sq. 14. K. to his third sq.

15. Q. to her fifth sq. ch. 15. K. to his second sq.

16. K. to his fifth sq. &c.

(E.)

12. R. to Q. R. fifth sq.

13. Q. to K. fifth sq. ch. 13. K. to K. B. second
square.

14. Q. to Q. B. seventh sq. 14. K. to K. B. sq..
sq. checking.

15. Q. to adv. Q. sq. ch. 15. K. to K. Kt. second
square.

- In the second place.*

- square, being the best move.

- | | |
|---|-----------------------------------|
| 21. Q. to K. R. fourth sq. checking. | 21. K. to Kt. third sq. |
| 22. K. to Kt. fourth sq. | 22. K. to B. second sq. checking. |
| 23. K. to B. fifth sq. | 23. K. to Kt. square. |
| 24. Q. to K. R. fifth sq. | 24. R. to K. R. second square. |
| 25. Q. to adv. K. sq. ch. | 25. K. to Kt. second sq. |
| 26. K. to Kt. fourth sq. | 26. R. to adv. K. R. sq. |
| 27. Q. to Q. seventh sq. checking. | 27. K. to B. square. |
| 28. Q. to adv. Q. B. sq. checking. | 28. K. to B. second sq. checking. |
| 29. Q. to Q. Kt. seventh sq. checks and wins. | |

SECOND POSITION.

White.

Black.

- | | |
|----------------------------|-------------------------|
| K. at adv. Q. B. third sq. | K. at Q. Kt. square. |
| Q. at her fourth square. | R. at Q. Kt. second sq. |

White.

Black.

- | | |
|-----------------------------------|-------------------------------|
| 1. Q. to adv. K. R. sq. checking. | 1. K. to Q. R. second square. |
| 2. Q. to Q. R. sq. ch. | 2. K. to Q. Kt. sq. |
| 3. Q. to Q. R. fifth sq. | |

The queen is played to this square, in order to compel him to move the rook.

No. 1.

3. R. to K. B. second square.

4. Q. to K. fifth sq. ch. 4. K. to Q. R. second square.

5. Q. to K. third sq. checking.

If Black move K. to Q. R. square, you should check him at adv. K. square, and take the rook the next move. If he play K. to Q. R. third square, you will checkmate him on the move.

No. 2.

3. R. to K. Kt. second square.

4. Q. to K. fifth sq. ch. &c.

No. 3.

3. R. to K. R. second square.

4. Q. to K. fifth sq. ch. 4. K. to Q. R. sq.

5. Q. to Q. R. sq. ch. 5. K. to Q. Kt. sq.

6. Q. to Q. Kt. sq. ch. and wins the rook.

No. 4.

3. R. to Q. Kt. sixth sq.

4. Q. to adv. Q. sq. ch. 4. K. to Q. R. second square.

5. Q. to her fourth sq. 5. K. to Q. Kt. sq. checking.

6. Q. to K. B. fourth sq. 6. K. to Q. R. sq.
sq. checking.
7. Q. to Q. R. fourth square, checks, and wins
the rook.

No. 5.

3. R. to adv. Q. Kt. sq.
4. Q. to K. fifth sq. ch. 4. K. to Q. R. 'second
square.
5. Q. to her fourth sq. 5. K. to Q. R. sq.
checking.
6. Q. to adv. K. R. sq. 6. K. to Q. R. second
square.
7. Q. to adv. K. R. second square, checks, and
wins the rook.

In positions similar to the present, you must always be careful so to check, that if he interpose the rook, you may be able to checkmate him.

THIRD POSITION.

White.

Black.

- | | |
|-------------------------|-----------------------------|
| K. at his third square. | K. at adv. K. B. sq. |
| Q. at K. Kt. fourth sq. | R. at adv. K. R. second sq. |

White.

Black.

- | | |
|----------------------|------------------------------------|
| 1. Q. to her sq. ch. | 1. K. to adv. K. Kt.
second sq. |
|----------------------|------------------------------------|

2. Q. to K. second sq. 2. K. to adv. K. Kt. sq.
checking.
3. Q. to K. sq. ch. 3. K. to adv. K. Kt.
second sq.
4. Q. to K. B. second sq. 4. K. to K. R. sixth sq.
checking.
5. Q. to K. B. third sq. 5. K. to K. R. fifth sq.
checking.
6. K. to K. B. fourth sq.

Black cannot possibly prevent your checkmating him in three moves at most. If he had played on the second move K. to your K. Kt. or K. R. third square, you would have checked him at your K. B. third square, and then have played K. to K. B. fourth square.

FOURTH POSITION.

White.

Black.

King at K. Kt. fourth sq. K. at adv K. B. sq.
Queen at K. third sq. R. at adv. K. B. second sq.

In this position, if the Black have the move, he will draw the game: for example—

1. R. to adv. K. Kt. 1. K. to K. B. fourth
second sq. ch. square.
2. R. to adv. K. B. second sq. ch.

If you play K. to his fourth square, he will play R. to your K. second square ; therefore—

2. K. to K. Kt. third sq.
3. R. to adv. K. Kt. 3. K. to K. R. third sq.
second sq. ch.
4. R. to adv. K. R. second sq. ch.

If you take the rook, he will be stalemated. If you play K. to his Kt. fourth square, he will repeat the check as before. If you play K. to K. Kt. third square, he will play R. to your K. R. third square, and compel you to take it, and the game will be drawn.

FIFTH POSITION.

White.

Black.

- | | |
|----------------------------|-----------------------------|
| K. at K. B. third square. | K. at adv. K. R. square. |
| Q. at K. B. fourth square. | R. at adv. K. R. second sq. |

Black having the move, draws the game by checking with R. at adv. K. B. second square.

METHOD OF WINNING WITH A ROOK AND BISHOP AGAINST A ROOK.

To give checkmate with the rook and bishop against a rook, from any position, is a problem that has not yet been solved ; indeed, the difficulty attending it is so great, that it can scarcely be expected that any one person will devote the necessary time to it ; some years since I bestowed a great deal of attention on it, but without coming to any quite satisfactory result : the impression on my mind then was, and still is, that from the middle of the board it ought to be drawn.

PHILIDOR was the first to demonstrate the method of winning from a given position ; this he has done with great skill, as the following moves taken from his work will show.

FIRST POSITION.

White.

Black.

King at his sixth square.

King at his square.

Rook at Q. B. square.

Rook at Q. second square.

Bishop at K. fifth square.

White.

Black.

1. R. checks.

1. R. to Q. square.

2. R. to Q. B. seventh square.

2. R. to Q. seventh sq.
(A.)

It is necessary, says PHILIDOR, to force the Black to play his rook to your Q. square, or to your Q. third square, because you cannot give the checkmate until he has been forced to one of those squares ; Black, therefore, at present, moves his R. to Q. seventh square, as his best move, for if he had played it to Q. R. square, you would speedily have won by playing your R. to K. R. seventh square, and if he were then to play R. to Q. R. third square, checking, you would interpose the bishop, compelling him to take it.

3. R. to Q. Kt. seventh 3. R. to adv. Q. sq. (B.)
square.
4. R. to K. Kt. seventh sq.

Your rook must not be at a greater distance from your king than a knight's move ; you therefore play your rook to K. Kt. seventh square, which forces him to play his rook to your K. B. square.

4. R. to adv. K. B. sq.
(C.)
5. B. to K. Kt. third sq. 5. K. to B. sq. (D.)
6. R. to K. Kt. fourth 6. K. to his square.
square.
7. R. to Q. B. fourth sq. 7. R. to adv. Q. sq. (E.)
8. B. to K. R. fourth sq. 8. K. to B. square.
9. B. to K. B. sixth sq. 9. R. to adv. K. sq. ch.
10. B. to K. fifth sq. 10. K. to Kt. square.
11. R. to K. R. fourth sq. and wins.

(A.)

2. K. to B. square.
3. R. to K. R. seventh square. 3. R. to K. square, ch. square.
4. K. to B. sixth sq. 4. K. to Kt. sq.
5. R. to K. R. fourth sq.

If he play R. to K. B. square, you play K. to Kt. sixth square. If he play R. to K. second square, you win the rook in three moves without stalemating him.

5. R. to Q. square.
6. K. to Kt. sixth sq.

If he check at Q. third square, you must not take the rook, but you play B. to K. B. sixth square.

6. K. to B. square.
7. R. to adv. R. sq. ch. 7. K. to his second sq.
8. B. to K. B. sixth sq. checks, and wins.

(B.)

3. R. to Q. sixth sq.
4. R. to K. seventh sq. checking.

If he play K. to B. square, you move R. to K. R. seventh square, &c. ; therefore—

4. K. to Q. square.
5. R. to K. Kt. seventh square. 5. K. to B. square.

6. R. to Q. B. seventh sq. checking.
6. K. to Q. square.

7. R. to Q. B. fourth sq.

If he play R. to K. sixth square, you should move
R. to Q. Kt. fourth square.

7. K. to his square.

8. B. to Q. fourth sq. and wins.

(C.)

4. K. to B. square.

5. R. to K. R. seventh sq. 5. R. to adv. K. Kt sq.
square.

6. R. to Q. B. seventh sq. 6. K. to Kt. square.
square.

7. R. to adv. Q. B. sq. 7. K. to R. second sq.
checking.

8. R. to adv. K. R. sq. 8. K. to Kt. third sq.
checking.

9. R. to adv. K. Kt. sq. checks, and wins.

(D.)

5. R. to K. B. sixth sq.

6. B. to Q. sixth sq. 6. R. to K. sixth sq.
checking.

7. B. to K. fifth sq.

If he play K. to B. square, you move R. to K. R.
seventh square, &c.

7. R. to K. B. sixth sq.

8. R. to K. seventh sq. checking.

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If he play K. to Q. square, you move R. to Q. Kt. seventh square, &c. ; therefore—

8. K. to B. square.
9. R. to Q. B. seventh square. 9. K. to Kt. square.
10. R. to K. Kt. seventh sq. checking. 10. K. to B. square.
11. R. to K. Kt. fourth sq.

If he play R. to K. sixth square, to prevent your checking with B. at Q. sixth square, you play R. to K. R. fourth square.

11. K. to his square.
12. B. to K. B. fourth sq. and wins.

(E.)

7. K. to B. square.
8. B. to K. fifth square. 8. K. to Kt. square.
9. R. to K. R. fourth sq. and wins.

SECOND POSITION.

White.

Black.

King at Q. B. sixth square. King at Q. B. square.
Rook at adv. K. B. square. Rook at Q. square.
Bishop at Q. B. fifth square.

White.

Black.

1. R. to K. B. seventh square.

No. 1.

- | | |
|--|---------------------------------------|
| | 1. R. to Q. seventh-sq. |
| 2. R. to K. Kt. seventh square. | 2. R. to adv. Q. square.
(A.) (B.) |
| 3. R. to Q. R. seventh square. | 3. R. to adv. Q. Kt. sq.
(C.) |
| 4. B. to Q. R. third sq. | 4. K. to Q. Kt. sq. (D.) |
| 5. R. to K. seventh sq. | 5. K. to Q. R. square. |
| 6. B. to Q. sixth sq. | 6. R. to adv. B. sq.
checking. |
| 7. B. interposes. | 7. R. to adv. Q. Kt. sq. |
| 8. R. to K. fourth sq. | 8. R. to Q. Kt. seventh square. |
| 9. R. to Q. R. fourth sq. checking. | 9. K. to Q. Kt. square. |
| 10. B. to Q. sixth sq. checking. | 10. K. to Q. B. square. |
| 11. R. to adv. Q. R. sq. checks, and wins. | |

(A.)

- | | |
|--------------------------------|-------------------------|
| | 2. R. to Q. sixth sq. |
| 3. R. to Q. R. seventh square. | 3. K. to Q. Kt. square. |

If, instead of this move, he had played R. to Q. Kt. sixth square, see (D.)

- | | |
|----------------------------------|--------------------------|
| 4. R. to Q. R. fourth square. | 4. R. to Q. B. sixth sq. |
| 5. R. to K. fourth sq. and wins. | |

(B.)

2. R. to Q. square.
3. B. to adv. K. second square. 3. R. to K. R. square.
4. R. to K. Kt. fifth sq. 4. K. to Q. Kt. square.
5. B. to Q. sixth sq. 5. K. to Q. B. square. checking.
6. R. to Q. Kt. fifth sq. and wins.

(C.)

3. K. to Q. Kt. square.
4. R. to Q. R. fourth square. 4. R. to adv. Q. B. sq.
5. R. to K. fourth sq. and wins.

(D.)

4. R. to Q. Kt. sixth square.
5. B. to Q. sixth sq. 5. R. to Q. B. sixth sq. checking.
6. B. interposes.

If he play K. to Q. Kt. square, you move R. to K. seventh square.

6. R. to Q. Kt. sixth sq.
7. R. to Q. B. seventh sq. checking.

If he play K. to Q. square, you move R. to K. B. seventh square, &c. ; therefore—

7. K. to Q. Kt. square.

8. R. to K. seventh sq. 8. K. to Q. R. square.
9. R. to K. fourth sq. and wins.

No. 2.

1. R. to K. square.
2. B. to Q. sixth sq. 2. R. to Q. square, to
K. Kt. square, or to K. R. square.
3. R. to Q. R. seventh sq. and wins.

No. 3.

1. R. to K. Kt. square.
2. R. to Q. seventh sq.

If he play R. to K. R. square, see No. 4. If he play R. to K. square, you play B. to Q. sixth square, as in No. 2; therefore—

2. R. to K. Kt. third sq.
checking, (E.)
3. B. to Q. sixth sq.

If he play R. to K. Kt. square, you move R. to Q. R. seventh square. If he play R. to any other square on the knight's file, you play as follows: suppose he play—

3. R. to K. Kt. seventh square.
4. R. to K. B. seventh square. 4. R. to Q. B. seventh sq. checking.
5. B. to Q. B. fifth sq. 5. R. to Q. seventh sq.

For the succeeding moves, see No. 1.

(E.)

- | | |
|--------------------------------------|--------------------------------------|
| | 2. R. to Q. square. |
| 3. R. to Q. B. seventh sq. checking. | 3. K. to Q. Kt. square. |
| 4. B. to Q. Kt. sixth sq. | 4. R. to Q. seventh sq. |
| | (F.) (G.) |
| 5. R. to K. seventh sq. | 5. R. to Q. B. seventh sq. checking. |
| 6. B. to Q. B. fifth sq. | 6. Must lose. |

(F.)

- | | |
|----------------------------------|-------------------------------------|
| | 4. K. to Q. R. square. |
| 5. R. to K. seventh sq. | 5. R. to K. Kt. square. |
| 6. B. to Q. B. seventh square. | 6. R. to K. Kt. third sq. checking. |
| 7. B. to Q. sixth sq. | 7. R. to K. R. third sq. |
| 8. R. to adv. K. sq. checking. | 8. K. to Q. R. second square. |
| 9. R. to K. fourth sq. and wins. | |

(G.)

- | | |
|--------------------------------------|--|
| | 4. R. to K. sq. to K. B. to K. Kt. or to K. R. sq. |
| 5. B. to Q. R. seventh sq. checking. | 5. K. to Q. R. square. |
| 6. B. to Q. B. fifth sq. | 6. R. to K. Kt. square, |
| | (H.) |
| 7. B. to Q. sixth sq. | 7. R. to K. R. sq. (I.) |

8. R. to K. seventh sq. 8. R. to adv. K. R. sq.
(K.) (L.)
9. R. to adv. K. sq. 9. K. to Q. R. second sq.
checking.
10. B. to Q. B. fifth sq. 10. Must lose.
checking.

(H.)

6. K. to Q. Kt. square.
7. R. to Q. Kt. seventh sq. checking. 7. K. to Q. R. square.
8. B. to Q. sixth sq. 8. R. to Q. B. square,
checking, (M.)
9. B. to Q. B. seventh square. 9. R. to K. Kt. square.
10. R. to Q. Kt. fourth square. 10. R. to K. Kt. third sq.
checking.
11. B. to Q. sixth sq. 11. R. to K. Kt. second
square.
12. R. to K. fourth sq. 12. R. to K. R. second
square.
13. R. to adv. K. sq. 13. K. to Q. R. second
checking. square.
14. B. to Q. B. fifth sq. checks, and wins.

(I.)

7. R. to K. Kt. second
square.
8. R. to adv. Q. B. sq. 8. K. to Q. R. second
checking. square.

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9. B. to Q. B. fifth sq. checks and wins.

(K.)

8. R. to Q. B. square,
checking.

9. B. to Q. B. seventh square. 9. R. to K. Kt. square.

10. R. to K. fourth sq. 10. R. to K. Kt. third sq.
checking.

11. B. to Q. sixth sq. 11. R. to K. Kt. second
square.

12. R. to adv. K. sq. checks, and wins.

(L.)

8. R. to K. R. third sq.

9. R. to adv. K. sq. 9. K. to Q. R. second sq.
checking.

10. R. to K. fourth sq. and wins.

(M.)

8. R. to K. seventh sq.

If, instead of this move, he had played R. to K. Kt. square, you would have played R. to Q. Kt. fourth square, and then to K. fourth square, &c.

9. R. to Q. Kt. fourth square. 9. R. to Q. B. seventh
sq. checking, (N.)

10. B. to Q. B. fifth sq. 10. R. to Q. R. seventh
square.

11. R. to K. fourth sq. 11. R. to Q. Kt. seventh square.

12. R. to Q. R. fourth sq. checks, and wins.

(N.)

9. R. to Q. R. seventh square.

10. B. to Q. B. fifth sq.

If he play R. to Q. R. third square, checking, you must not play K. to Q. B. seventh square, but you play B. to Q. Kt. sixth square, and afterwards R. to K. fourth square. But if—

10. R. to adv. Q. R. sq.

11. R. to K. fourth sq. and wins easily.

No. 4.

1. R. to K. R. sq.

2. B. to Q. sixth square, and then R. to Q. R. seventh square, &c.

No. 5.

1. K. to Q. Kt. square.

2. B. to Q. sixth sq. 2. K. to Q. R. square. checking.

3. R. to K. B. fourth square. 3. R. to Q. B. square, checking.

4. B. interposes, and wins.

THIRD POSITION.

White.

Black.

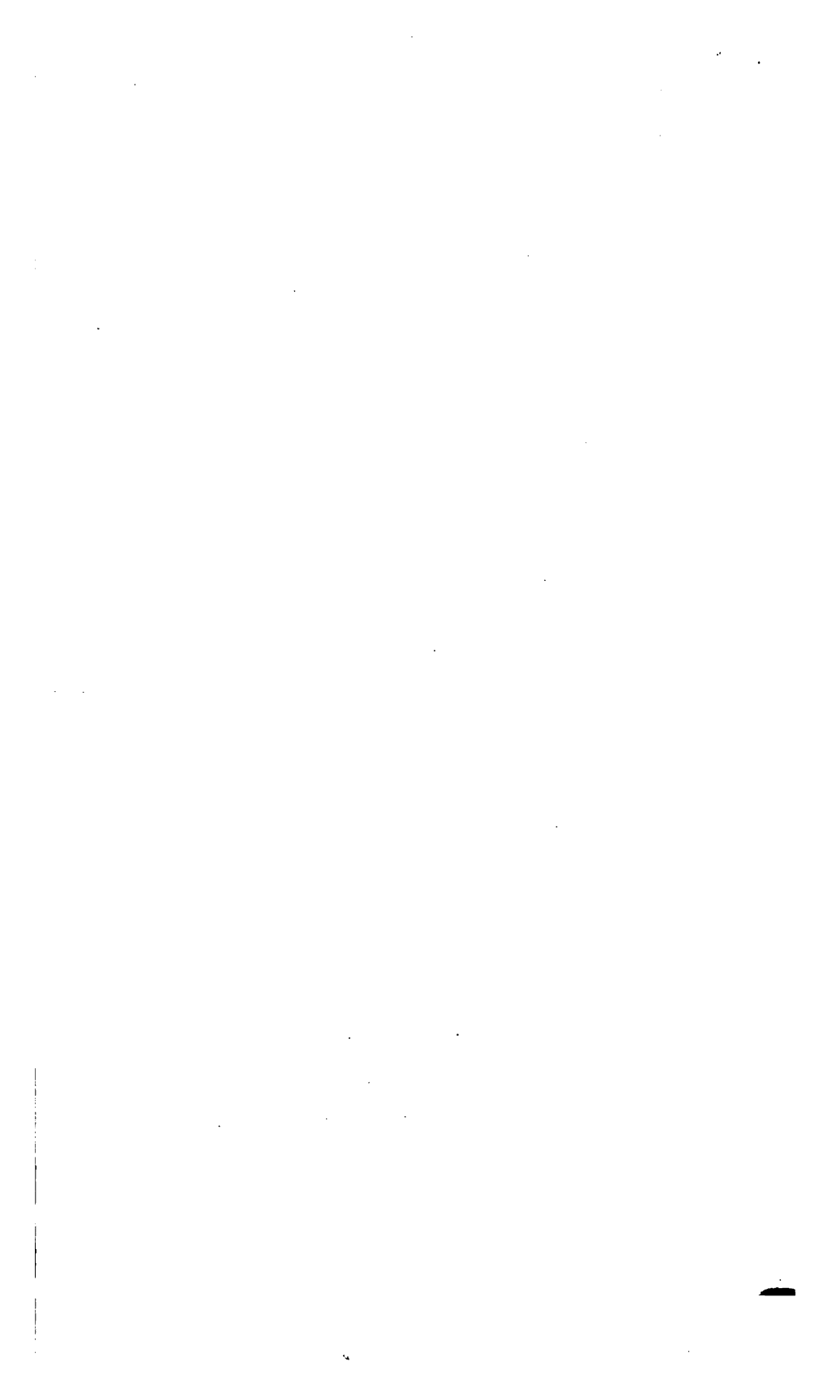
King at K. Kt. sixth sq.	King at K. Kt. square.
Rook at K. sixth square.	Rook at K. B. second sq.
Bishop at K. Kt. fifth sq.	

This position is taken from LOLLÍ's valuable Treatise. He affirms it to be a drawn game; if, however, the White can bring his king to his sixth square, and his bishop to king's fifth square, he will win; this, he says, Black can always prevent by proper play. A similar position may occur at each angle of the board.

THE END.

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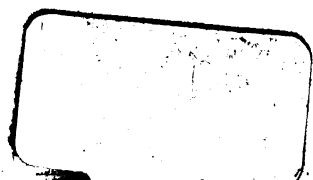
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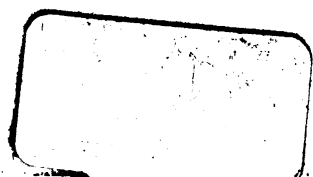
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